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OCTOBER 1995
ISSUE NO 167

SHOWDOWN IN VIRTUA CITY

EVERY AM2 SATURN GAME PREVIEWED!

exclusive

FIRST REVIEW OF DESTRUCTION DERBY

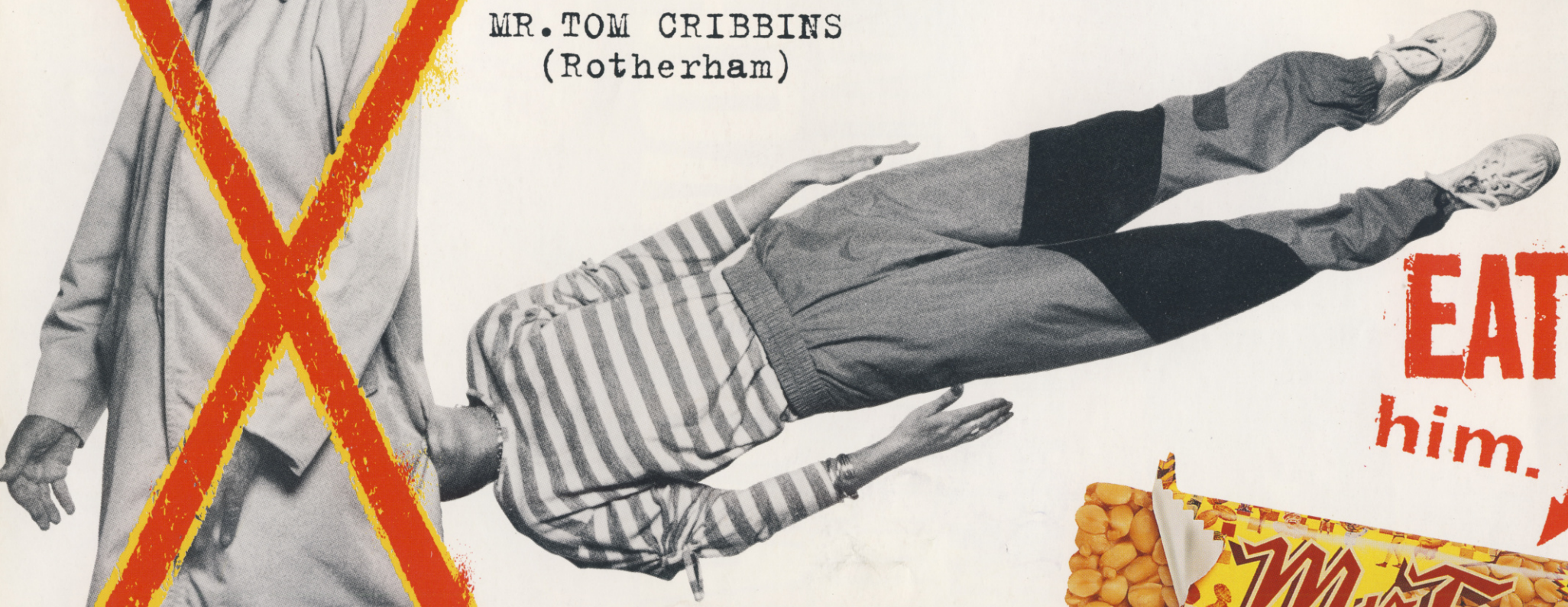
MASSIVE TIPS SECTION INSIDE!

VIRTUA COP SATURN SHOTS AND ARCADE SEQUEL INSIDE

SEGA RALLY FIRST ACTUAL SATURN SHOTS

DO NOT EAT HIM

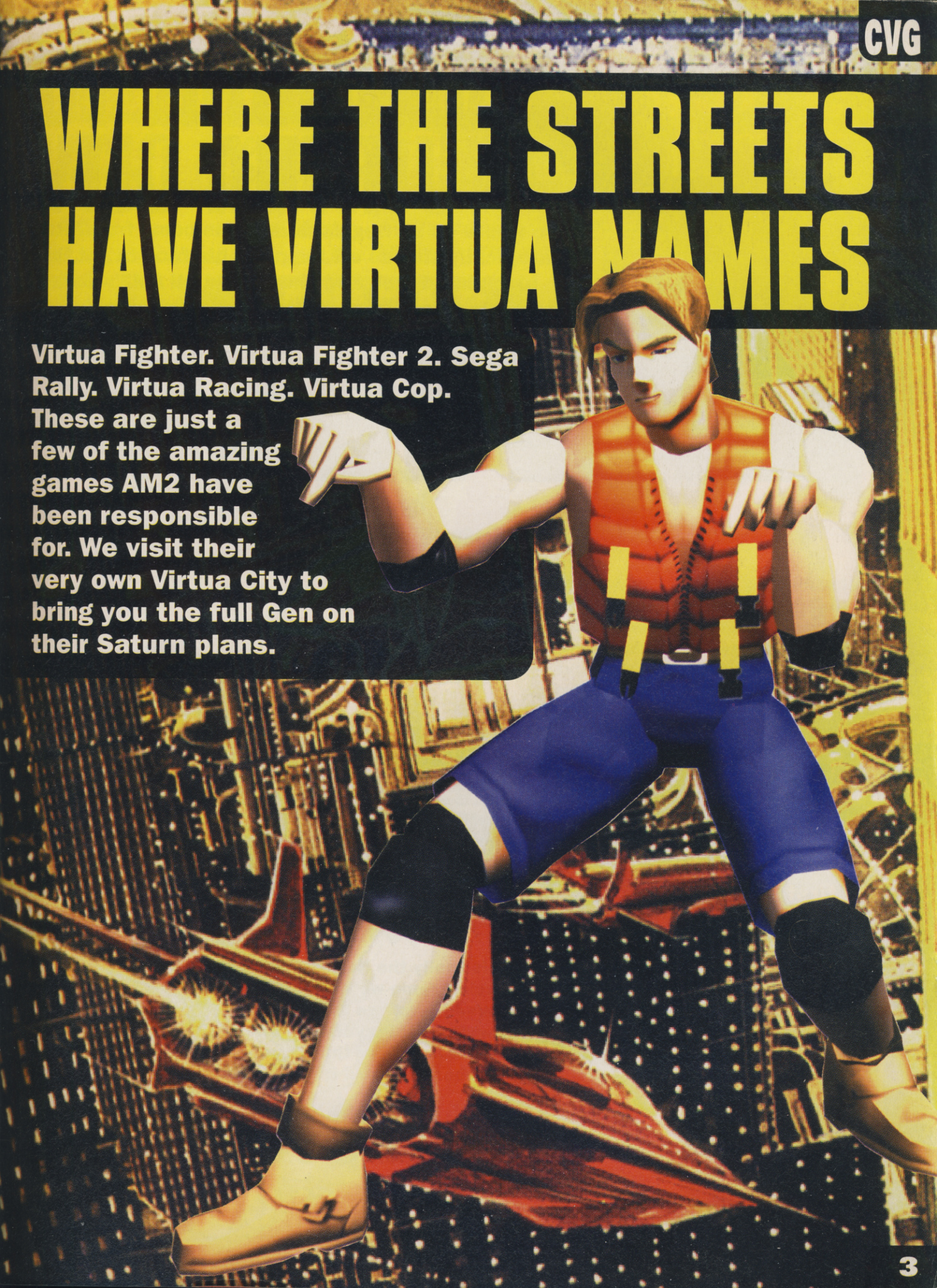
MR. TOM CRIBBINS
(Rotherham)

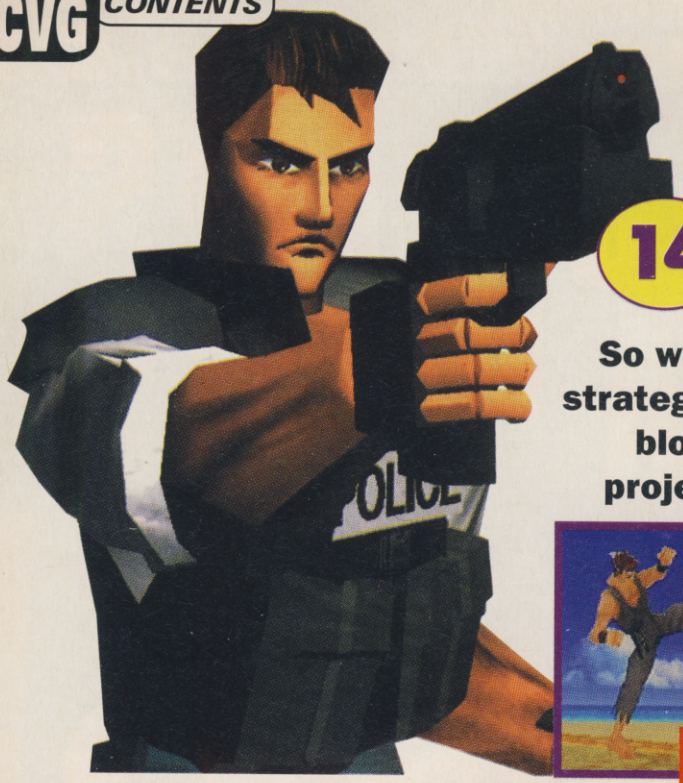


EAT him.

WHERE THE STREETS HAVE VIRTUA NAMES

Virtua Fighter. Virtua Fighter 2. Sega Rally. Virtua Racing. Virtua Cop. These are just a few of the amazing games AM2 have been responsible for. We visit their very own Virtua City to bring you the full Gen on their Saturn plans.





WELCOME TO VIRTUA CITY

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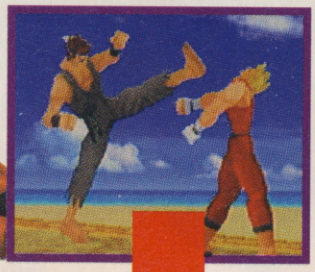
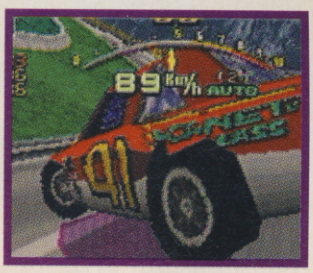
So where do all Sega's neat ideas come from? Rad strategically shaves off lumps of his face to get that block-head look and checks out all AM2's Saturn projects from Virtua Fighter Remix to Sega Rally...





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exclusive

Is this really the Next Generation of racing game we've been promised? Well we think so. Find out why every PlayStation owner will want a copy of this game – and remember, you read it here first!

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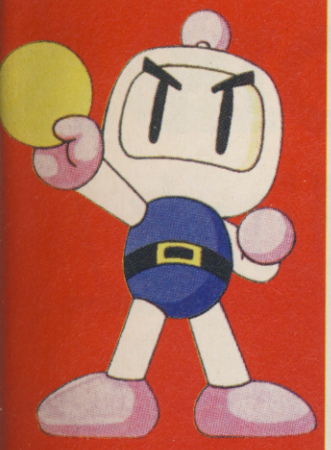

Is it a 32-bit games machine or just a strange and unnatural toy? We review the first games and give you our verdict.

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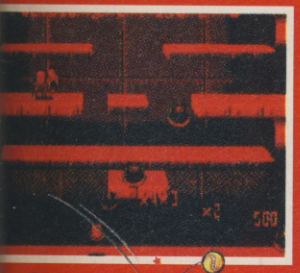
TEKKEN 2



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COMPUTER AND VIDEO GAMES

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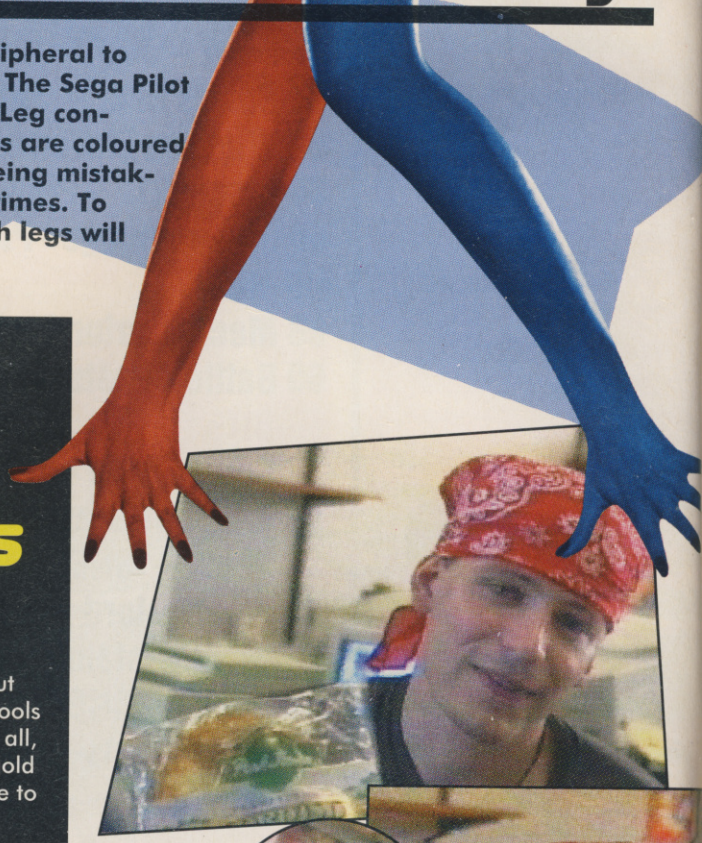
news from t

pilot legs look shaky

Sega are launching a new Saturn peripheral to accompany the release of WingArms. The Sega Pilot Pedals come complete with two Sega Leg controllers. Like the Sega Guns these legs are coloured red and blue to prevent them from being mistaken for real legs and used in violent crimes. To further fox the antisocial element both legs will end in hands.



where's the nu64? oh there it is

In another shock NU64 plot twist Nintendo have announced that the console will be released by Christmas, with a revolutionary new casing. Apparently, in order to weed out False Gamers from the Nintendo fanbase, fools will not actually be able to see the NU64 at all, thanks to an amazing new chip – made of gold thread – which renders the machine invisible to stupid eyes.

unstoppable pie-eating animal

Mark Patterson, editor of this very magazine, has announced plans to launch his own range of gaming peripherals. The first of these is the Patterson Pie Pad, a revolutionary controller in the shape of a big lardy cow pie. Future lines proposed are the Cake Pad, Kebab Pad and Jellied Eels Pad.

★★★★★HEY! THAT'S RUDE!★★★★★

Budding perverts! Here's your chance for fame and, possibly, fortune. If you notice something in a game which might conceivably look a bit rude, like Chun Li's pants or something, take a photo of it and send it into us. We'll print any good ones and award prizes for really exceptionally smart, tenuously rude things. So get snapping and send your entries in to SNIGGER TEE HEE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.
PS Don't send in anything really rude and perverted or we'll get taken to prison.

RIAL

he front

he's an armless dinosaur

The saga of Yoshi's arms continues apace with the release of Mario Tennis for Virtual Boy, in which the young dinosaur is seen wielding a tennis racquet with long, flexible jointed arms. Originally born without arms in Super Mario World, Yoshi strangely sprouted stubby, vestigal steering-wheel gripping forearms in time for Mario Kart, before losing them again, as seen in Yoshi's Cookie and Yoshi's Safari. A leading dinobiologist says "It's likely that the stubby arms seen in Mario Kart were merely Yoshi's milk arms, which dropped off to make room for his real arms in the career gap which spanned Safari and Cookie. But what I want to know is how he lays eggs in Yoshi's Island if he's a bloke dinosaur."

WHERE ARE THEY NOW?

THIS MONTH: THE DOUBLE DRAGONS

Pioneers of the two-player beat-'em-up were Billy and Jimmy Dragon, the Double Dragon Brothers. They could pick up baseball bats and everything. Everyone liked them. And yet now they're nowhere to be seen, or so surmises Phil Talbot of Rugby in his request to know the whereabouts of his heroes. Well Phil, that might have something to do with the execrable film of the duo's exploits which is now available in straight-to-video format in all the worst video stores (just ask the manager what he recommends and you should get a copy from his enormous stockpile of car boot sale goods).

people bits

Who knows what tomorrow brings? That's what Joe Cocker wanted to know, and we reckon we're just the people to tell him. Rissole Grunt, personal porcine precognitor to the personnel of this periodical. And that's not just a load of P's. So come with us on a journey through time as we explore the amazing events set to unfold throughout the coming month.

mark – aquarius the pin

What's better – cake or pie? That's the question confronting you this month as Planet Threng casts its evil purple aura into your slice of the cosmic pie. Or cake. See what a dilemma you're facing? But the choice must be made, with both the Grand Big Cake Eating Contest at Wembley and Piemania – The Ultimate Pastry Experience at the G-MEX falling on the same day in this lunar cycle.
LUCKY BRONTË CHARACTER: Surly Heathcliff

gary – pisces the spectacles

Your dreams come true this month when you're offered a walk-on part in EastEnders. Your job is to walk into the Queen Vic and order a pint of lager, cheers chief. Sadly you make the mistake of drinking some of the fake screen beer which is really made from wee (for an authentic colour) and you become the first patron of the pub to get barred for being sick all over Barbara Windsor. Gor blimey guv'nor!
LUCKY MILK CARTON: Tetra-Pak

rad – capricorn the alien-boy

Your interest in body piercing could be the source of irritation this month as you decide to have your head pierced, with a giant ring running through the sides of your skull, directly bifurcating your brain. This is no problem in itself until the ring gets caught in the tread of DJ Mike Smith's low-flying helicopter, resulting in an unplanned undercarriage-dangling flight to Dave Lee Travis' Hairy Beardy Birthday Celebration fete.
LUCKY HAT: Pork pie hat

si – virgo the brown sauce

Asteroid M drifting into your sign means this month signifies four weeks of split loyalties. What do you spend your money on – games or food? What do you do with your spare time – play games or have a sleep? Should you go out with that girl or concentrate on completing Donkey Kong Land? Our advice is to stay true to the righteous path of Gamos, God of Games, by playing games in each instance.
LUCKY ACCIDENT: Falling downstairs

julie – scorpio the cabinet

Good news Ju – Vultrex, the star of Abject Human Misery has control over your sign this month. This means – hooray! – the rest of the team experience a hard time. Find out what ails them the most and make constant snide references to it, perpetually reminding them of any minor traumas in their lives. Now sit and laugh as they break down and weep at their desks. Now may be a good time to demonstrate your innate talent for poison pen death threats.
LUCKY RABBIT'S FOOT: A brutally severed one

trea – gemini the australian

Your uncanny weather-predicting skills get you into difficulty over the next four weeks. Suspicious and small-minded as the CVG crowd are they suspect your up-to-the-minute knowledge of meteorological matters is the result of strange magical powers. A hasty witch trial is set up, where you're ducked underwater to determine which side of the occult tracks you're on. Luckily you float and are merely burnt at the stake. LUCKY WINDOW: Sash

connected

the wired-up gaming news section

3... 2... PLAYST BLAST SEPTEMBER 29!

Sony gets ready to take

Exclusive news of Indy 500

on hardware games

reaches the CVG offices and

vets Sega as the

some tantalising first pics.

Michael Jackson-

Virgin release some well cool

friendly & George

games on their budget range;

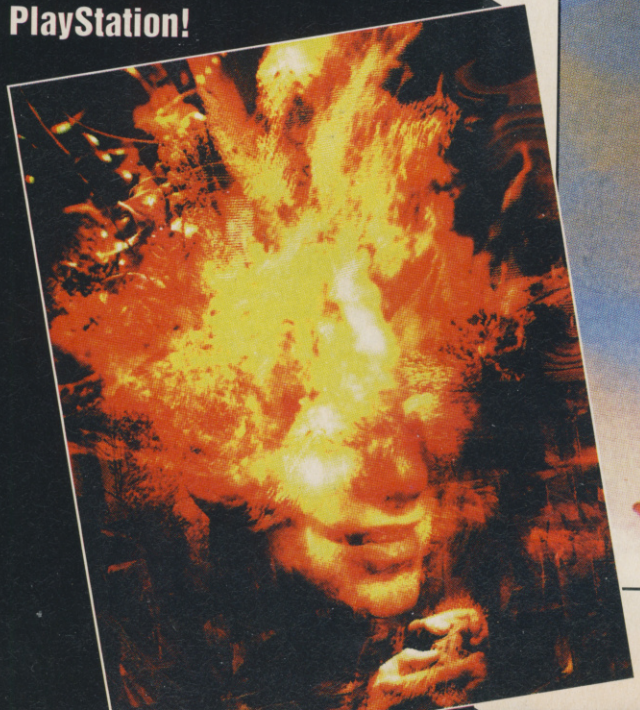
Michael unfriendly

while Interplay shows off some

company launch the

Sat and PSX launches...

PlayStation!



These are the demo stations coming to a retailer near you on the 29th! Join the queue man!

September 29th is Play Day. Yes folks, it's official! Sony's biggest venture since the Walkman gets underway this month.

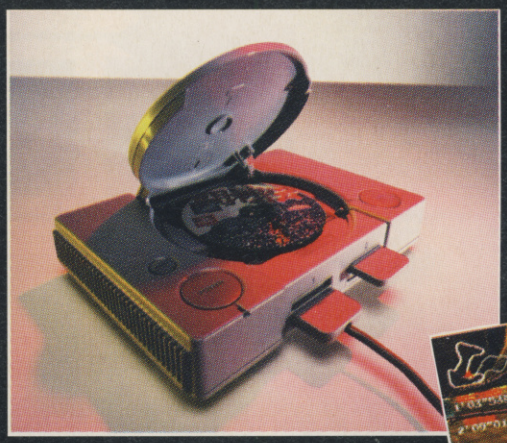
Sony announced ambitious plans for its 32-bit entry into the console market, and that they hope to shift a stupendous 175,000 PlayStations in the UK in six months, and 1 million European copies inside a year. It's an ambitious game-plan, especially for a company who have no experience of the rigours of the console battlefield. Indeed Sega, who've fought against the best of them, are experiencing a slow uptake from the great British public, having sold between 7,500-10,000 Saturns(depending on whose maths you rely on) since its launch.

Sony will lure gamers towards their PlayStations with prelaunch roadshows all over the UK, comprehensive press advertising and a heavyweight TV and cinema campaign. They also hope to capture lapsed users by promoting such events as club tours in association with dance magazine Mix Mag. Get hip daddy-o.

Part of the PSX bundled disc is this T-Rex which was first shown to developers to demo what the machine can do, and it looks

SPANNER ALERT!

For the more technically-minded (adjustable tool-boxes) among you, the 32-bit hardware boasts six processors working in parallel at 500 million instructions per second (MIPS), compared to under 200 million for the SNES and Mega Drive. It has 16 megabits of RAM, plus a further 8 megabits of Video RAM facilitating rapid loading of the games. The PlayStation's sound is, naturally, CD-quality, and it functions as a Sony-standard CD player. Some games even let you play your fave music tracks as you grapple with your joypad!



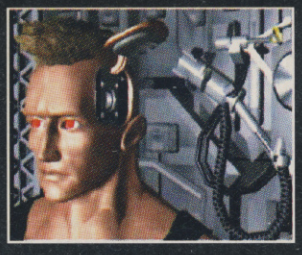
1... ATION OFF!!!

GAME JUNKIES

But what of the software, you cry? Sony claims to have the largest in-house game development in Europe, as well as 400 third party developers creating games for the PlayStation too. These include such well-known names as Namco, Konami, Capcom, EA, Acclaim and Interplay, with many British programmers on the list also.

The first batch of games to be released on the 29th includes such 3D blockbusters as the self-explanatory 3D Lemmings, the slice-'em-up Battle Arena Toh Shin Den (first previewed back in the February issue), and a first-person perspective action adventure called Kileak the Blood. Jumping Flash promises to reinvent the platform genre with depth-cued 3D graphics and six multi-level worlds (more than the import version boasted), while the arcade simulation Ridge Racer will showcase the speed, graphics and impact of the PlayStation.

Further titles to be released over October and November include the PlayStation's Discworld which offers enhanced audio, Mortal Kombat 3, Air Combat and CyberSled (all October), followed by Warhawk, StarBlade Alpha and Myst (November).

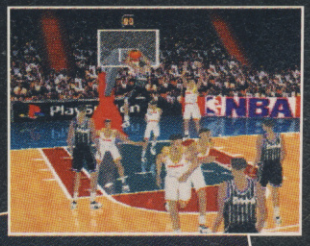


WHAT DO I GET FOR MY HARD EARNED READIES THEN?

Well, obviously you get your PlayStation, but unlike the Saturn, there'll be no bundled game. Instead, Sony are packing a disc which features six playable demos, a variety of non-playable demos and a graphics generator for use with your audio CDs.

Games should knock you for about £40-£50 a time, an extra pad should come in at around the £30 mark and memory cards for saved games will be in a similar price bracket. However, one inspired piece of judgment from Sony is to include both a SCART and RF cable.

Sony have decided to use the bundled disc to market all the gob-smacking games they have lined up. This offers you the punter plenty of variety, but not much in terms of long term playability that you'd get with Sega's Virtua Fighter.



GAMEGUN SHOOTS ON TO PC

Calling all potential gun-totting psychopaths who own a PC. Your time is nigh. Yes indeed, all you potential Travis Bickle's out there in personal computer land can now aspire to the dizzy heights that your Mega-CD and 3DO compardrese have escalated to, with the announcement of a PC gun.

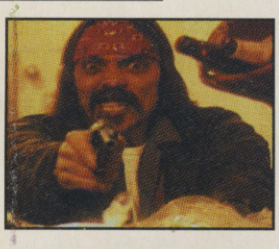
No, it's not the ultimate deterrent against the errant night call of an IBM thief, but it is a lightweight, durable handgun that allows PC users to play their favourite shooting games without having to use the mouse.

Running on the minimum of a 386, the Gamegun can fire accurately from up to 12 feet away from the video target and comes with a 'driver' that grants compatibility with such famous blast fests as Mad Dog McCree, Mad Dog II, Who Shot Johhny Rock, The Lost Gold, Space Pirates, Crime Patrol and Drug Wars.

European distributors Mirage have also launched the first Gamegun specific title, The Last Bounty Hunter. Shot on location on Western backlots used for such classics as Gunsmoke, you play, believe it or not, a lone bounty hunter chasing wild-eyed outlaws with the aid of your trusty six-shooter.

The Gamegun comes bundled with Crime Patrol, a demo of The Last Bounty Hunter and retails for the gun-tastic price of £39.99. And actually it's very good. Anyone worried about frightening old ladies by brandishing this hostile piece of weaponry can relax, it's bright orange and looks about as hostile as an Opal Fruit lolly. Err, suck it and see.

Left: Don't worry about prolonged use of the Gamegun, this is only a computer mock-up! Scientists have proved that there's no way that users will ever have the same hair-cut.



CHEAP VIRGINS UP FOR GRABS

Virgin's second torrent of budget CD-ROM software has just been released following the success of their first assault on the 'cheapy' market. Last month saw Virgin's White Label range release Day of the Tentacle on CD and floppy and Star Trek the 25th Anniversary solely for CD owners, both at the bargain price of £12.99.

This month sees the benevolent Mr Branson donning a Darth Vadar headpiece as the brilliant Rebel Assault Tie-Fights its way into the shops at the same ridiculously cheap price. To keep its nice shiny box company in the dark recesses of the shops Virgin are also releasing that futuristic gore-fest, Dreamweb, at the same 'much cheapness' price. Virgin promise more next month.

Above: What do we want? Cheap games. When do we want them? Now. And happy to oblige are Virgin with Day of the Tentacle, Rebel Assault and Rebel Star Trek 25th Anniversary. Good eh?

WHAT'S IN A NAME?

Psygnosis, one of Britain's best known games publishers, have been officially killed off (sort of). Following Sony's acquisition of the Liverpool based company in 1993, a decision has been taken to shelve the Psygnosis name after some 10 years of games development. Until recently the company responsible for some of the most leading-edge PlayStation software like Wipeout and Destruction Derby were known as Sony Psygnosis. Now they are to be amalgamated with Sony Electronic Publishing to become Sony Interactive Europe.

SILVER SCREEN FOR SATURN

Sega's first wave of TV advertising came under the public eye for the first time in a year this month when their Saturn ad trailered with Bruce Willis.

The 60 second ad ran with Die Hard III for a fortnight during late August and will run with Steven Seagal's forthcoming Under Siege 2 this month. Running in conjunction with October releases like Virtuosity and Seven in October and Assassins in November, Sega believe that around 20 million potential buyers will see the ad.

In addition you can look forward to a condensed version to run on TV from the middle of this month and another campaign of the full unabridged ad to run with a number of November's video releases.

ELITE ON-SIDE FOR PLAYSTATION FOOTY

The footy season starts to hot up as Elite make their move on the PlayStation footy scene. On-Side is an arcade style football title with a management option. In line with the 32-bit revolution, On-Side will feature over 7,500 frames of animation, over 200 polygons per character and a host of digitised commentary (which will be cool as long as it's not Elton bleedin' Welsby).

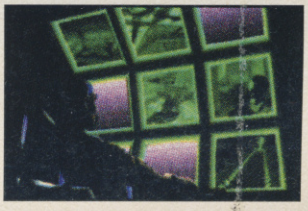
On-Side will also feature variable weather conditions, pitch damage and a host of camera angles. Plus, you can cover yourself in gold, wear a large leather and fur-look trenchcoat, break your nose with a half-brick, become Ron Atkinson and use the management mode. Look out for a full preview next issue.

Third party developer Elite get the ball rolling on the PlayStation with On-Side.

CONSOLES SENT TO CYBERIA

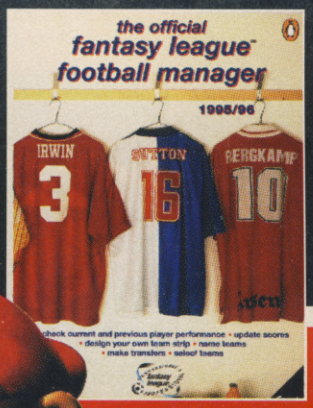
Following on from the success of the PC CD-ROM version of Interplay's cinematic action adventure thingy Cyberia, news of conversions to the 32-bit consoles has filtered through the CVG games waste disposal unit. Interplay plan to release this visual feastwich on to Saturn, PlayStation and 3DO formats, so there's no reason for any of you not to see at least one version of it.

Meanwhile they've also lined up a whole host of other product to reach Sony's and Sega's machines by the end of '95. Both machines will see the highly popular Descent spin on to their CD drives, while the PlayStation will get versions of Casper, Waterworld and The Lost Vikings II to add to its library.



LET ME BE YOUR FANTASY

Hey, do you want to win the Fantasy League footy compos that are the scourge of all the papers these days? Do you want to be known as the Brian Clough of your street for all the football reasons and not for talking senile nonsense while drunk in a ditch. Well, if you're one of those groovy PC-type things then you can, thanks to Penguin games. Fantasy League Football Manager allows you to make all those El Tel type decisions within the comfort of your monitor. Equipped with all the player info and performance stats you'll be able to spend your cyber £35 million wisely, enter all the results, transfers and positions so that you can win the league.



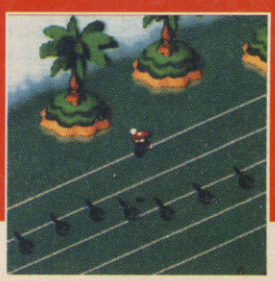
MEANWHILE OVERSEAS...

ROLE PLAYING PLUMBER

That little Italian plumber isn't half putting in the overtime at the moment. The second we put the excellent Yoshi's Island down we get news of a new Mario title being developed for the SNES in Japan.

Super Mario RPG is still in its infancy but these early shots show you that it's an isometric adventure where you travel around a vast land picking up items and battling with mad insects and monsters.

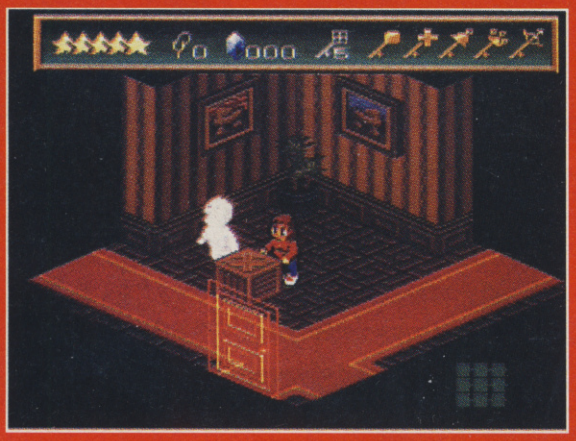
You'll also have a number of sub-games to play and a host of characters to interact with on your journey. It's bound to be absolutely massive as long as they can keep that chirpy-sparrow barrow-boy Bob 'it's good to talk as long as it's not me' Hoskins a phone's length away (which we're sure they will).



connected

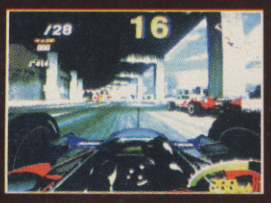
CASPER GHOSTS ON TO SNES

Over in Japan SNES owners are having a chilling time as the 16-bit licence for Casper the Friendly Ghost goes on sale. Information is extremely limited at the moment, but as you can see for yourselves, it's an isometric adventure which follows the plot of the film – as is the nature of a film licence.



INDIE 500 AND THE FATE OF SEGA

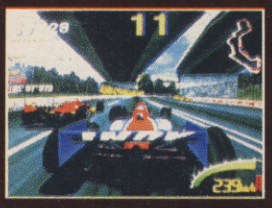
The coin-op war just gets hotter and hotter. In fact, there's just no stopping it. Sega's latest arcade offering, developed by Cool Riders developers' AM1 (see page 74 for full review), is receiving top reviews in Japan and rapidly becoming known as the second Daytona. Indie 500 is set on the same oval shaped track as Daytona except that this time you compete against 30 cars travelling up to speeds of 380 km/h (that's about 230mph-ish to us who still know what a mile is). Rumour is also rife that Indie 500 will feature a voice link-up allowing you to insult your opponents as you whizz by them. When will someone invent a 'virtua-flob' option which allows you to spit at other punters? Well, virtually. Anyhow, look out for a full review in Videodrome as soon as Indie 500 arrives on test.

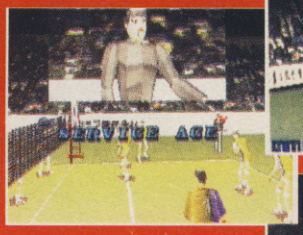


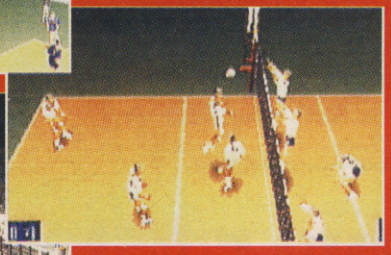
Sega Rally might be swallowing your pounds at the mo', but Indy 500 looks well worth waiting for.

INTO THE VOLLEY BALL

More polygon sport from Japan, but this time in the gym.'Virtual' volleyball is the latest 3D malarkey for the Saturn that'll feature lots of texture-mapped blokes jumping up and down in an attempt to make a texture-mapped ball hit the floor. You'll have all the normal camera angles to view it from and you'll have to agree with us that it looks pretty damn good. Let's hope we get a shot at it over here in Blighty.



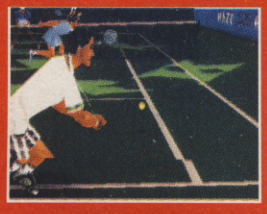


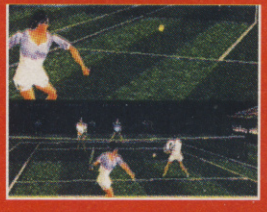


OUT! ERR, IN JAPAN ANYWAY

3D polygon gaming in the best Tekken tradition comes to the PlayStation in the form of Ground Stroke. This state-of-the-art 'virtua' camera style tennis title takes sports in shorts to a new dimension. The characters come with a variety of virtual expressions, and, if you do really crap, your player will throw his racquet to the ground in disgust, great eh?

If your polygon spazmo doesn't break all the racquets in the place then you can enjoy a variety of two player options and even a quick set of doubles. Ground Stroke looks great so let's just hope that it gets released in the UK.





COP THIS!

Oh yes, the boys are back in town and we don't mean Thin Lizzy or those steroid-quaffing nancies the Gladiators. Oh no, it's those boys in blue from Virtua Cop we mean. Yep, that's right another chance to roam around dodgy places with a light gun because Virtua Cop 2 is on its way. It's pretty unclear whose in charge of development at the moment, but these shots demonstrate that, while it's still early days, the amount of detail and overall interactivity of play will be greater than the original trigger-happy-police-go-bad-ass-polygon-zapping that we know and love. More as it happens.

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24 Hours in Virtua City

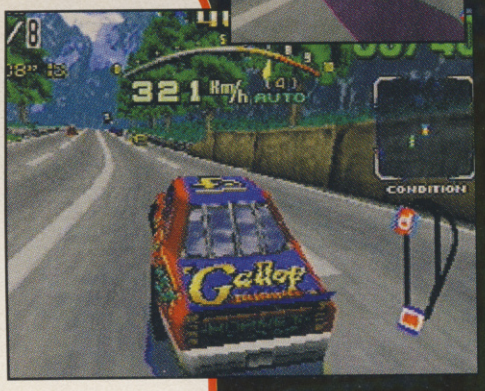
Virtua City – a well of ten million souls, each of them as blocky and squared-off as a plate of oven chips. A place where cubism is a way of life, not just something to hang on the wall. Where even the cool guys are squares. Where especially the cool guys are squares. In fact, where anyone who isn't a square is in trouble. And we're the people you call when you're in trouble in Virtua City. Yeah, that's right, fleshies, it's the VCPD – and you'd better start hugging that pavement if you wanna see another bright polygon dawn, scumpup. Yeah, I bet you gameteens think life in Virtua City is one long virtua drive through the leafy suburbs, don't you? Well let's get this straight doughboy – life ain't no game when you're pounding the linear sidewalks of Downtown. You wanna see Virtua City? Yeah, we'll show you Virtua City, kid, but don't blame us if you come back one pixel short of a texture map.

Sometimes when I go out to arcades, I stand behind a good player and watch him. I feel that there's an unwritten code which says that only skilled people can play. It's like chess. I wonder what sort of adult I'd have become if I'd had these games when I was a child? Where will the human race go..?

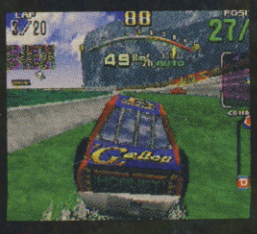
Katsuya Terada, AM2

Background artwork © Eggmont Foundation.

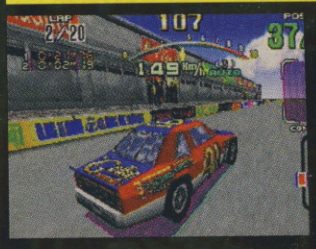
OUTSKIRTS – DAYTONA USA



Well here we are on the outskirts of the most polygonated conurbation on the face of the Earth. The wooded scrubland which belies the youth of the town is dissected by uncharacteristically twisty turny roads. And it's here that the famous Daytona rally takes place. No, not in Daytona at all, but over the remarkably Daytona Beach-like landscape of Virtua City. Of course, Daytona hasn't been quite the same since the Saturn came along. Everything's a bit grainier and the cars don't perform in the same way. But it's still the number one favourite pastime of VC residents. That's thanks to the intelligence of the opponents and the speed and sheer gol-darn flickability of the game if you ask us. Fair enough, so the borders visible on the UK version of the game limit it to letterbox vision – but quit whining you pussies, it still plays the same. And when we get bored of racing our cars around the track we saddle up our rendered horses and hit the trail. In fact, we don't usually even bother to clear the roads of other cars. our 32-bit powered gee-gees can outrun one of your Earth sports cars any day. And it doesn't even matter if you prang the mother, thanks to its incredible binary wire-frame skeleton Virtua horses can withstand any impact.



Daytona is probably the most 'controversial' Saturn title on release at the moment. Is it great? Or is it pants? That seems to be the crux of the debate. Well we think it's great, and we'll deck anyone who says otherwise. Fair enough, it could have been more polished, the graphics might have been sharper and the sound – well the sound might not have had any godawful singing on it, but we like it just the way it is. So much so that we awarded it 96% in issue 163.



If you'd like to enhance your enjoyment of Daytona USA for the Saturn may we recommend that you steer well clear of the giant clunky Sega Steering Wheel, available from all unreliable and untrustworthy importers? Yet to appear in the UK this is a cleverly moulded controller in the shape of a kind of steering wheel/yoke thing. It's not a bad idea, and it doesn't destroy your game or anything, but it does feel a bit flimsy, and as such it's easy to oversteer. A bit of an expensive novelty. Or white elephant as they were once known in *olden times.*

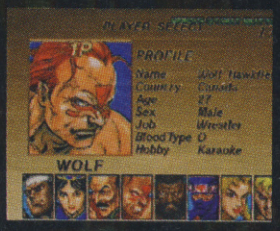
WOODS – SEGA RALLY CHAMPIONSHIP

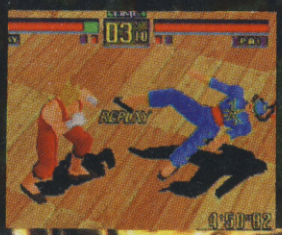
Of course Daytona isn't the only claim to rallying fame we enjoy in Virtua City, oh no buster. If you care to move a little further off the path you'll find where the real dirt-track racers strut their stuff in the Sega Rally Championship. It's a harder race with tougher controls and a more taxing race environment, but thanks to the cuboid-bashing danger levels not so many lily-livered squarehearts enter the race, so there aren't as many opposing cars around as you'll find in Daytona. What's that you say? You wouldn't mind a go? Ha! That's all you fleshies ever say isn't it? "Hey officer, hand me that Virtua gun, I'm gonna go waste me some blockheads!". Well listen good punk, you try that on our turf and you're looking at a twenty stretch. Now get back in the car!

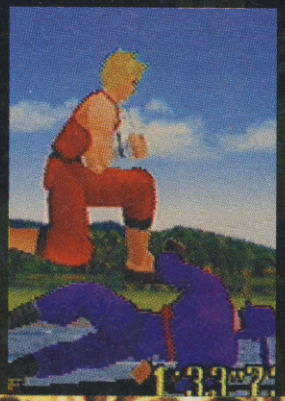
Sega Rally Championship has proved trés popular in the arcades thanks to its mix of technical realism with arcade-style car handling. The Saturn version currently underway (see page 26) promises to deliver all the gameplay elements which have endeared it to arcade-goers. But will those stunning big cars and sprays of mud and all that stuff survive the transition? Well the shots you here are only the provisional test graphics. Whilst most of the polygon frames are finished the final texture mapping is still to be added using the new SGL graphics library. And it should be compatible with the two-player link-up cable. Or that's what Sega of Japan reckon. And we're sure they wouldn't lie.

THE QUARTER — VIRTUA FIGHTER REMIX

Okay buddy – this here's where things start getting ugly. There's this annual martial arts tournament held in this part of town. And tonight it's a grudge match between this race-driving Jacky guy and his sister who's been brainwashed by an evil crime syndicate who tried to assassinate him once before. Only he doesn't know that, and you better not tell him or you'll ruin the plot continuity. Try to act natural – it's a newly texture-mapped crowd, so you'll probably fit in so long as no-one sees your lips move realistically. Boy would you have been in trouble if this was last year's bag. Those ninja blockheads don't take kindly to strangers. There's not a lot new on offer this time around. Apart from looking prettier it's the same scene for us old-timers, boy.



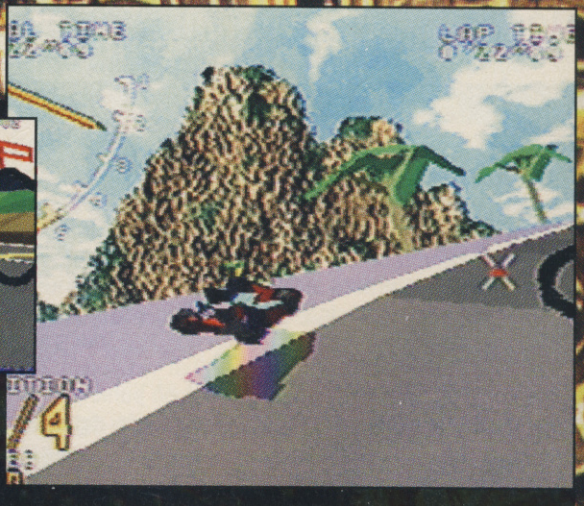


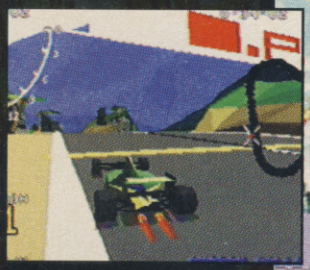


Virtua Fighter Remix is, play-wise, no different from the old Virtua Fighter Saturn owners will be used to. But that's not the point. The point is that it's been bloody texture-mapped, ain't it. And the rather tatty character portraits have been replaced with stunning inked efforts by virtua artist Katsuya Terada. It shows off the machine a lot better (in fact it's now the bundled game in Japan) and makes the game more enjoyable if you're the kind of shallow game-slut who goes for graphics. Although they haven't confirmed it yet, Sega could be releasing this mid-October.

CITY STREETS — VIRTUA RACING

Okay, time's moving on and we've got a beat to pound. What say we drop you off at the Virtua Stadium? Japan are playing Brazil today and – hey! Where does that guy think he's going in that go-kart? Must be one of them damn urban Virtua Racers heading for the bridge. No damn respect these new Virtua Racers. Not like your old Formula 1-only drivers. These new Saturn rich kids have five different cars, from those pesky go-karts through to stock racers. And texture-mapping – that's what they want on their backgrounds nowadays. No wonder this city's in such a goddam mess. Yeah, and they've got this new Grand Prix where they compete using each vehicle. Everyone from the 15 teams who wins a race goes through to the next round with a faster machine, racing on the seven new tracks they've devised. And as if that wasn't enough they've gotten hold of a helicopter so's they can get aerial fly-bys of each track before they start, so they know what to expect and can anticipate difficult corners. The gets.

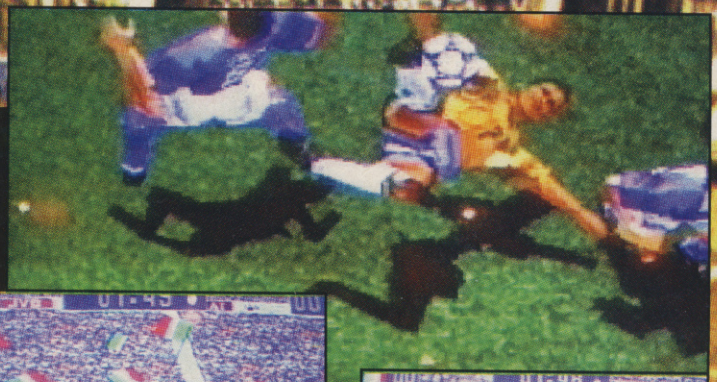


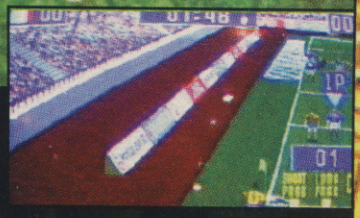


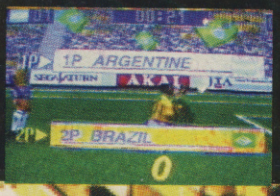
Handled by Time Warner Interactive and not Sega themselves, Virtua Racing should be an interesting Saturn conversion to watch. Instead of just converting the basic and now superseded) VR coin-op TWI have opted to adapt the concept to the limits of the Saturn. The fact that the cars are still polygon only means that the Saturn can shift everything faster than any of its competitors on Saturn or PlayStation (apparently). It also means that those clever programming types have been able to add a split-screen two-player mode – the first game of its kind to eliminate those 'I need a mate with a Saturn and a portable monitor' blues. Hopefully there should be a full review of this little number in a very soon CVG.

VIRTUA STADIUM — VIRTUA STRIKER

Well here we are kid, the Virtua Stadium in all its angular glory. Given the importance of Virtua City in the world sports scene it's only fitting that all the big international soccer matches should be held here. And anyone who says the Virtua Striker tournament isn't important gets a hot polygon slug in the mouth. You think it takes hard work to make a great human player? Try doing it with polygons man – that's *maths*. Twenty-two fully undulating shorts-clad players hot-footing it around the pitch, all tracked in real time and playing their positions as you'd expect. The only difference is that all the international teams are automatically handicapped on entering Virtua Stadium, so they're all of a roughly similar level. Beats me why you fleshies can't do that.



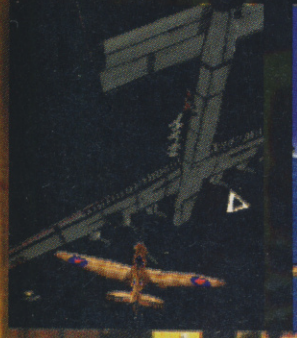




While Virtua Striker is undoubtedly a massively ace soccer game it's still unclear as yet whether AM2 will deign to release it on the Saturn. It might be difficult for the console to handle all the players at the same time without reducing the polygon count. But then again, we reckon they will. After all, texture mapping can do wonders for otherwise sketchily constructed characters. As it is right now the only way you'll get to play Virtua Striker is to visit a decent arcade. Something we'd thoroughly recommend, as this is a particularly fine example of the genre.

ABOVE THE CITY — WING ARMS

So how was the game, bucko? Didya check out those waving polygon flags in the crowd? Pah! Bet you didn't even notice them you no-good gamesnik! Well look in the air – are those WW2 warplanes noticeable enough for you? Yeah, that's the Wing Arms guys doing their stuff. What's that? Isn't it dangerous having madly swooping airplanes dogfighting over the city? Shrapnel's just a way of life in this neighbourhood. If you don't like it buy an umbrella. And what are you complaining for, this is the closest you're going to see to a conversion of the Wing War coin-op, we left that sort of stuff behind in the old Model 1 days with Star Wars. You get just as good a selection of planes, and these mothers have the new texture-mapping too, not like the red and blue efforts of yesteryear. Hey, watch out for that dead pilot!



One of the most hotly anticipated Saturn titles at the moment has to be Wing Arms (previously features in this mag under the name Mystery Plane because we didn't know what it was). It's based on Wing War, one of the earlier Virtua efforts and also one of the best coin-ops released last year (like anyone noticed it even existed). Apart from the quality of the graphics (brilliant) and the speed of movement (flipping fast) it also plays bloody well. We've got high hopes of this being a real killer title. More info next month.

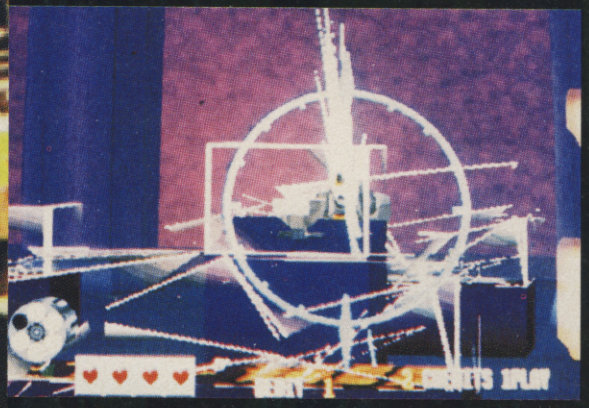
BACK IN THE QUARTER — VIRTUA FIGHTER 2

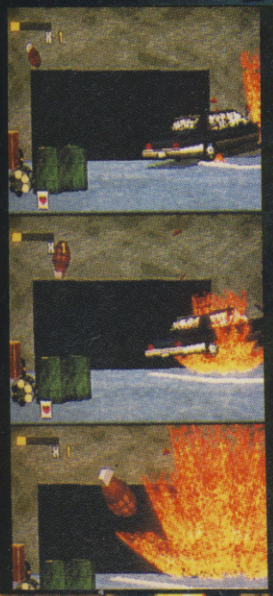
Okay, seen enough? No, well then you better try coming on the night shift with the Virtua Cops. But seeing as it's on the way back to the pound anyway, why don't we drop back in on the Virtua Fighters again. There's a new tournament going down with a couple of new characters we're still checking out. Not everyone's in it yet – only Lau, his daughter Pai, Jacky, Akira the ninja and the new dudes Shun the decrepit alcoholic and Lion the young smart guy have made it into Tournament 2 as yet, but everyone else should be ported over within a month or so. There's a lot of new techniques on show and everyone's costumes have been jazzed up no end. And man is there a lot more strategy in their pugilism now. None of this tappy-tappy punch-and-block sequences anymore, you bet your butt. There's a counter for every combo and a combo for every counter. You'd better be sure of yourself if you want to try and get in the ring.

Definitely the most eagerly anticipated release for the Saturn has to be this here Virtua Fighter 2. They said it couldn't be done (*they* said it, not us) but it looks very much like AM2 have pulled it off, thanks to the new polygon-friendly Saturn Operating System 2 (SGL OS2 to the initiated). AM2 are concentrating on getting everything moving at the same speed as the coin-op rather than going all-out on the graphics, but even in these shots it's hard enough to tell the difference between the Saturn and arcade versions. All the features of the original should remain intact, along with special Saturn-only improvements – and of course you'll be able to play as Dural, if you're good enough to find out how.

DOWNTOWN — VIRTUA COP

Okay skinboy, this here is our patch. Downtown, where the polygon perps hang out. They're the ones wearing black suits and shades carrying machine guns in case you're wondering. The only language this filth understands is Virtua Gun speak, and we're just the guys to talk dirty to 'em. You're in luck, this here's our Saturnday, so there should be more to see. What it is yet, we're not sure, but we've been warned to be on the alert for non-coin-op elements. All we know is to aim for the head – shooting the arms or legs of a villain still only debilitates them, and we want them DEAD. Here, take this unconvincing pink handgun man and start a-shootin'!





WHAT SAY AM2?

The production head of Virtua Fighter 2, the sinisterly-named Mr Okayasu, recently spoke to big-kahuna Japanese magazine Famitsu Express about the development of the Virtua Fighter 2 coin-op. And now you, the British public, can experience the full wealth of his knowledge.

Q How far into development is VF2 so far?

A We've just about completed all the characters and the data for their techniques. There's no scoring technique [collision detection on the characters – CVG], but you can move the characters and produce their techniques. we have also completed the thinking routines of the computer. And we've also completed on winning pose for each character. These are hot off the press! The camera work and replays are yet to be done. Things will get tough from now on.

Q Why is that?

A It's because there's so much data. For example, if we didn't have to consider the speed [of the game – CVG] we could do the conversion very quickly. But with so much data we can only move slowly. With Virtua Fighter 1 we could use the arcade data for each technique with just a few changes, but with 2 there's just too much data. But we have done well, though how is a secret!

Q How did you actually perfect the speed?

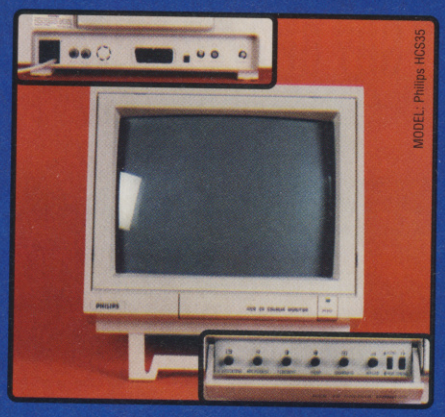
A It's simple. We look at the program we've made and cut out the unnecessary bits. We look again to check... this is the main kind of process. Of course we have the know-how from previous experience. I just don't think we could have made 2 if we hadn't made the first work. But it's just as tough! We owe a lot to the new SGL OS2 software.

WHEN AND WHERE?

So you've read about all this exciting new software, but when's it going to come out? Well most of them should see the light of day in Japan by the end of the year. But officially? Read on...

Virtua Racing – October '95
Virtua Cop – Christmas '95
Virtua Fighter 2 – Christmas '95
Sega Rally Championship – Christmas '95
Wing Arms – Early '96
Virtua Striker – TBA
Virtua Fighter Remix – Possibly October '95

Pencilled in for the earliest release of any of AM2s conversions, Virtua Cop is nearing completion. It'll be compatible with the regular Saturn joypad (obviously) and you could always use the Steering Wheel Controller of Doom if you feel like it (although it's not something we'd recommend unless your arms swings on ballbearings). But truly the best way to enjoy the game is with the Sega Gun, a rather sexy-looking piece of kit which is an almost exact replica of the ones found attached to every self-respecting Virtua Cop arcade machine. The guns will be ridiculous colours over here because of our strange replica gun laws (ie they can't look realistic), but only the terminally fashion-concious should care. Of course this means you might not be able to get a nice black Sega Gun if you've got an import Saturn, or you'll be arrested if you do. Still, them's the breaks eh?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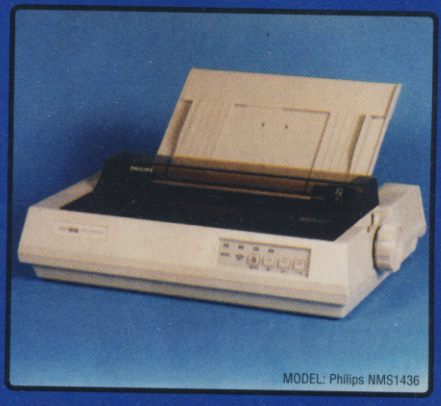
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THE NEXT GENERATION

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We've played it and this could be one of the greatest fighting games ever made.

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We bring you the first actual Saturn shots from this scorcher of a coin-op conversion.

28 PO'ed – 3DO
Studio 3DO's shoity affair with the rather strange monicker.

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The PlayStation gets nasty with this stunning 3D Commando variant from Telstar.

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Sega play their development joker in the form of Scavenger, their rapidly rising creative stars.

34 Assault Rigs – PlayStation
Get ready to rumble as Psygnosis release another top PlayStation title.

36 D – Saturn
This weirdo adventure went down well on 3DO and now it's coming to the Saturn!

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42 Krazy Ivan – PlayStation
Da comrade! Giant psycho robots try to take over the world on a PlayStation near you, soon.

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Great toy, neat games, but should you part with your cash for some? Rad plugs in and gives you his thoughts as we review the first games.

46 T-Mek – 32X/PC
The two player arcader shoots its way on to home machines, get ready for a blast fest.

52 Bug! – Saturn
No sign of Sonic for the Saturn, but he'd better watch his back 'cos there's a new platform hero.

56 Ballz – The Director's Cut – 3DO
The erstwhile beat-'em-up comes to the 3DO. Is it a threat to Super Streetfighter? We think not.

61 Space Hulk – Saturn
A thinking man's Doom comes the 3DO's way.

62 Winning Eleven – PlayStation
It's football! It's on the PlayStation! It looks great! All that, and it's still not worthy of Premiership status.

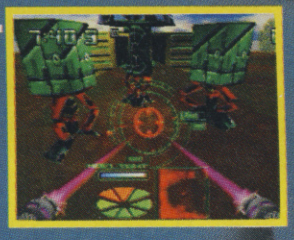
64 Discworld – PlayStation EXCLUSIVE
This top-rated PC adventure becomes the first game of its kind to hit a 32-bit console.

66 3D Lemmings – PC CD-ROM/PlayStation
Oh no, they're back and this time they're in 3D.

68 Mechwarrior – PC CD-ROM
Big robots, fancy graphics and a hell of a lot of action.

69 Battle Beast – PC CD-ROM
Animated chaos as you enter the crazy amphibian-infested world of the Toadman.

VideoDrome
First reviews of Rave Racer, Alpine Racer and Cool Riders as we head down the arcades once again to bring you the best coin-op coverage of any magazine.



Hot Shot

P48 Destruction Derby Psygnosis/PlayStation

Hot on the heels of the 96%-rated Wipeout (last ish) comes another racing tour de force. Destruction Derby is graphically better than Ridge Racer and has more thrills, spills and smashes than Daytona. Find out why every PlayStation owner will have a copy of this game on page 48!

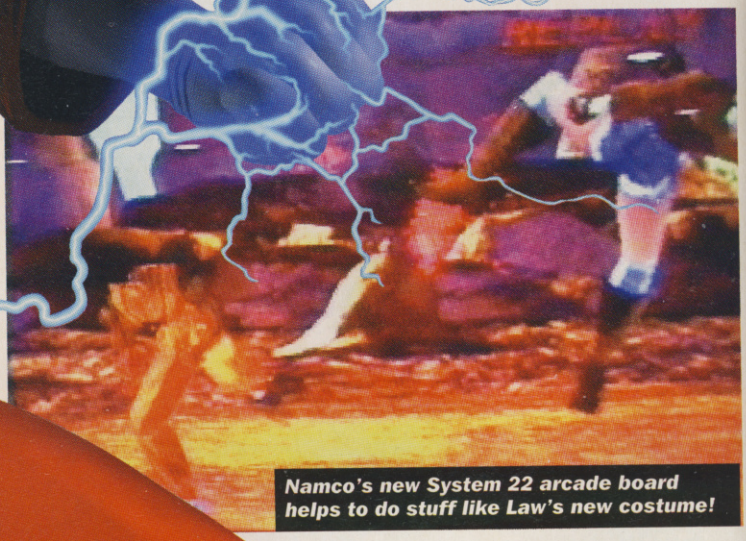
TEKKEN 2

Developed by: Namco
Released by: Namco
Out: On Test
60% complete
PlayStation version planned
No other versions available
COIN-OP

PUNCH DRUNK!

One of Tekken 2's new moves is the devilish implementation of punches and kicks that are so powerful that they obliterate your opponent in one savage blow. Check out Heihachi's energy bar before and after Paul whacks him and how far the blow knocks the horned one.

Last month we brought you exclusive first shots of the game that should become the undisputed heavyweight beat-'em-up champ of the world, Tekken 2. Now we've actually played the coin-op we know Tekken 2 will be the game to completely floor the opposition, and leave them clutching their aching 'nads.



Namco's new System 22 arcade board helps to do stuff like Law's new costume!

TEKKEN 2

When we first saw Tekken we were totally totalled, never had a beat-'em-up game so impressed the CVG crew or, for that matter, delayed us for so long from what we should have been doing. Such was the power of Tekken that grown men turned down beer in favour of a joyous bout of polygon pummelling.

Lovesick adolescents ignored the doe-eyed advances of their sweethearts, preferring to gaze at the bone-crunching animations that followed a special move, and most curious of all, docile pacifists openly morphed from 'ban the clenched fist' types into twisted halflings addicted to fresh blood and ritualistic self-abuse.

Well as if this bout of insanity wasn't bad enough, those workaholics in Namco's Research and Development department have gone and done the impossible - improved the original Tekken.

Be warned however, all these creamy shots of Tekken 2 came from a development machine that's only 60% complete and the PlayStation version, while a dead cert, won't be released even to Japanese gamers until late Spring '96.

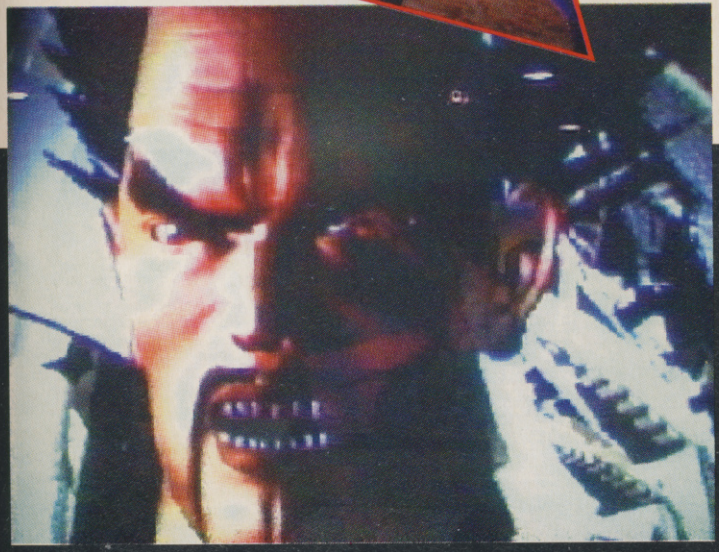
Never fear, though, because if you want to play on the best fighting game since the birth of fighting thingies, then come early autumn, you'll be able to fight until your heart's content at your local arcade.

DOWN BY LAW

Err, it seems a bit unfair but Law's moves now allow you to beat the opposition up while they're down. Hey, we know it seems a little rough, but we don't make the rules and you never know she may have deserved this, well-ish.

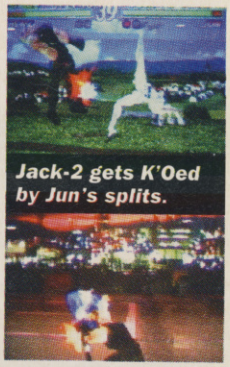
A PROPER FISTING

Here King demonstrates to great effect that two fists are better than one.



BACKDROP-KICK

OK, so it's not the best heading in the history of titles, but it's better than 'Tekken 'em all on' or some other such dribble, and it conveys the message quite concisely that all the backdrops in Tekken 2 have been changed and improved to make the characters feel more part of it.



Jack-2 gets K'Oed by Jun's splits.

Newcomer Lei gets a good kickin'.

NEW KIDS ON THE BLOCK

Tekken's winner from the first tournament was Kazuya. His winnings bought him a life of idling around, gorging on chocolates and swilling beer from a really big bucket. Unfortunately, they also gave him a huge belly and thus he was unable to fit into his texture-mapped pants and fight.

So for Tekken 2 Heihachi, the horned boss-man, joins the fray along with two totally new fighters. Lei's the guy with the flick hair-cut and a master of Chinese fist-fighting, while Jun spends her nights practising her limb-twisting Aikido moves.

NEW BLOCKS ON THE KIDS

In the first Tekken your characters had only one way of blocking attacks. In Tekken 2 you've got the choice of three – high, middle and low. These not only make things feel more realistic, but add depth to the game as well.

YOU SPIN ME RIGHT ROUND

Law's spinning kick's demonstrated here to full effect. Plus take a look at his nice new outfit as he performs yet another hernia inducing kick.

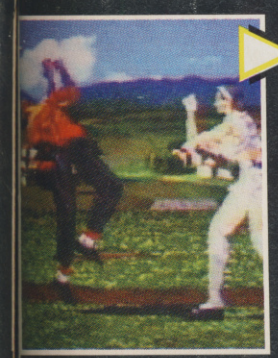
ROLL ME OVER AND DO IT AGAIN

In the original Tekken you could roll forward or backward in an attempt to avoid the savage blows inflicted by fellow fighters. Now your characters can also roll sideways to avoid a painful confrontation.

Just time for a quick sit down then.

The weird looking masked geezer's still here.

TEKKEN 2



SEGA RALLY

Developed by:.....Sega

Released by:.....Sega

Out.....£Unconfirmed

60% complete

No other versions planned

Arcade version available

SATURN

sega rally

We're not going to mention anything about Daytona-beaters. But this might be one.

Bloody Italian drivers! Crashing cars everywhere!

RALLY DRIVING EH? It's not much fun to watch, that's for sure, but it'd probably be a bit of a laugh to participate in. Providing you're good at driving, otherwise you'd probably just get yourself stuck in a hedge, surrounded by inquisitive cows. Someone from Sega in Japan obviously thought long and hard about this while watching the Lombard RAC Rally on holiday in Blighty one day, and hey presto – Sega Rally was born. It was definitely the Lombard Rally, because it also occurred to them to set the course in slightly more exciting locations than Stoke.

Put simply the Sega Rally coin-op is the closest thing you can get to actually driving a Kevin Furry-Dice dream car at top speeds without killing yourself, especially if you select manual gears and have to contend with almost all the real tribulations of operating a motor vehicle.

And now, you lucky dogs, a conversion is underway for the Saturn. The test version currently on display to (some of) the world's press is still very early in development, but as you can see it's already looking mighty fine. Lots more pics an news as we get it, Sonic-hounds.

...AND WIDE TREAD BACK TYRES, PLEASE

Cars. Ca-ars. As Gary Numan would doubtless have referred to them had he been writing this preview. Anyway, if you want to go rally driving, you're going to need one (a car that is, not a Gary Numan, unless you're going prop 'plane flying because he's good at that). And – hey! – if only Sega don't go and give you a choice of four! Actually, it doesn't. It gives you a choice of two in either automatic or manual transmissions. One of the cars, true townies will be excited to hear, has a whacking great big rear spoiler. Can Sega Rally beat Daytona's 'clippy' graphics, watch these pages for the definitive review.

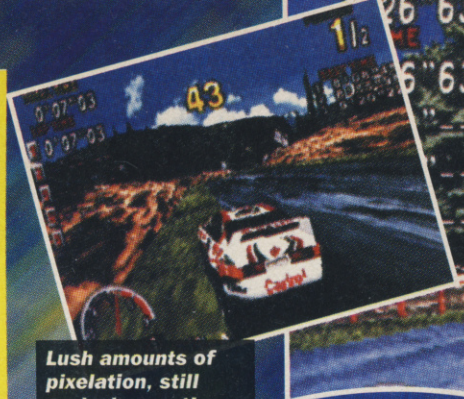
Can Sega convert this faithfully?

Eat my dust! VROOOOM Wahey!

Dreams of a four player link up run rife!

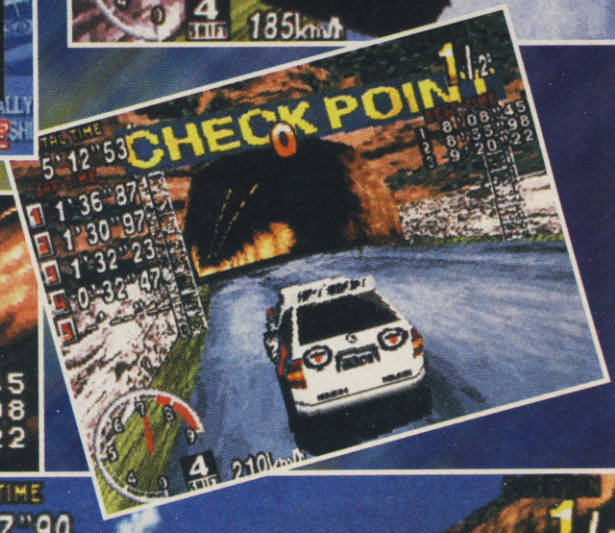
ARCADE VS UNFINISHED SATURN VERSIONS

Obviously, despite the alleged power of the Saturn, it's completely unfair to compare it with a multi-thousand pound arcade machine. But we're going to do it anyway, because it's about time you learnt that life *isn't* goddamn fair. As you can see from these side-by-side screenshots Saturn Rally has that kind-of grainy look Daytona players will be familiar with. However, the actual car/background graphics are well represented and are certainly colourful enough. Only time will tell if the annoying 'ethereal cars syndrome' of the arcade has been rectified, preventing you from driving through your opponents.



Lush amounts of pixelation, still early days yet!

Cruelty to greenery as the Toyota flies on Mountain Stage.



PO'ED

Developed by: Any Channel

Released by: 3DO CO.

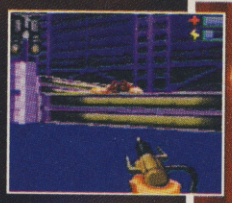
Out: October '95

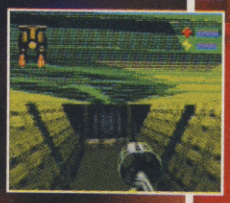
85% complete

No other versions planned

No other versions available

3DO





▲ Ready, steady, let's slate Gary's musical taste.

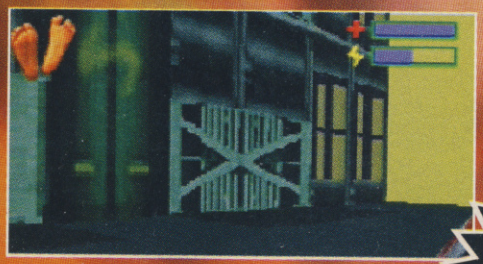
Po'ed

What does the PO stand for, who knows and who cares as the 3DO gets ready for yet another new and original release...

While the two Next Gen heavyweights battle it out in the media, the 3DO and its many little workers burrow away in their caves producing plenty of original games for the Trip Hawkins dream machine. One such title is PO'ed which has being hanging around release schedules for some time now but should be hitting the shop shelves in late September, early October. It's the work of 3DO development team Any Channel and it looks like being their 3DO alternative to Doom, Dark Forces et al.

Naturally you've been sent to some alien planet-metropolis only the problem is that your entire crew have been wiped out, leaving you, the humble ship's cook to sort out the grubby, and not-altogether-friendly aliens. The 3D environment isn't quite as claustrophobic as the likes of Doom as it's quite free form and decidely futuristic. Heftier weapons can be found en route and you don't just have to run around on foot as you have a power-pack which will let you hover around the landscape, which is dead handy when you're zeroing in on the enemy. Should have a fully fledged review in the forthcoming issue of this very magazine.

▲ Did you know Disco Inferno is Gary's fave song?



The icon to the left tells you that you're flying high.

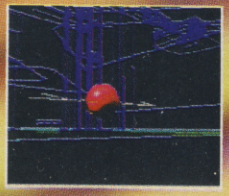
Keep that aim high and that trigger button pulled real tight.

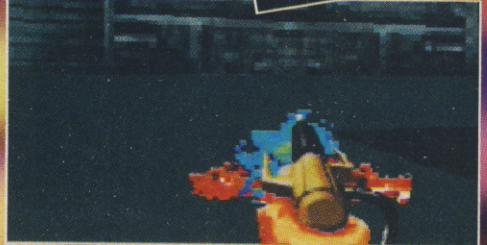
YOU'LL BE NEEDING THESE SIR...

Yes in PO'ed there is a 3D map that you can scroll all the way round, and of course you start of with a more than suitable weapon selection.

◀ The map has an excellent zoom in and out feature.

We don't condone real violence but we love the pretend stuff. ▼





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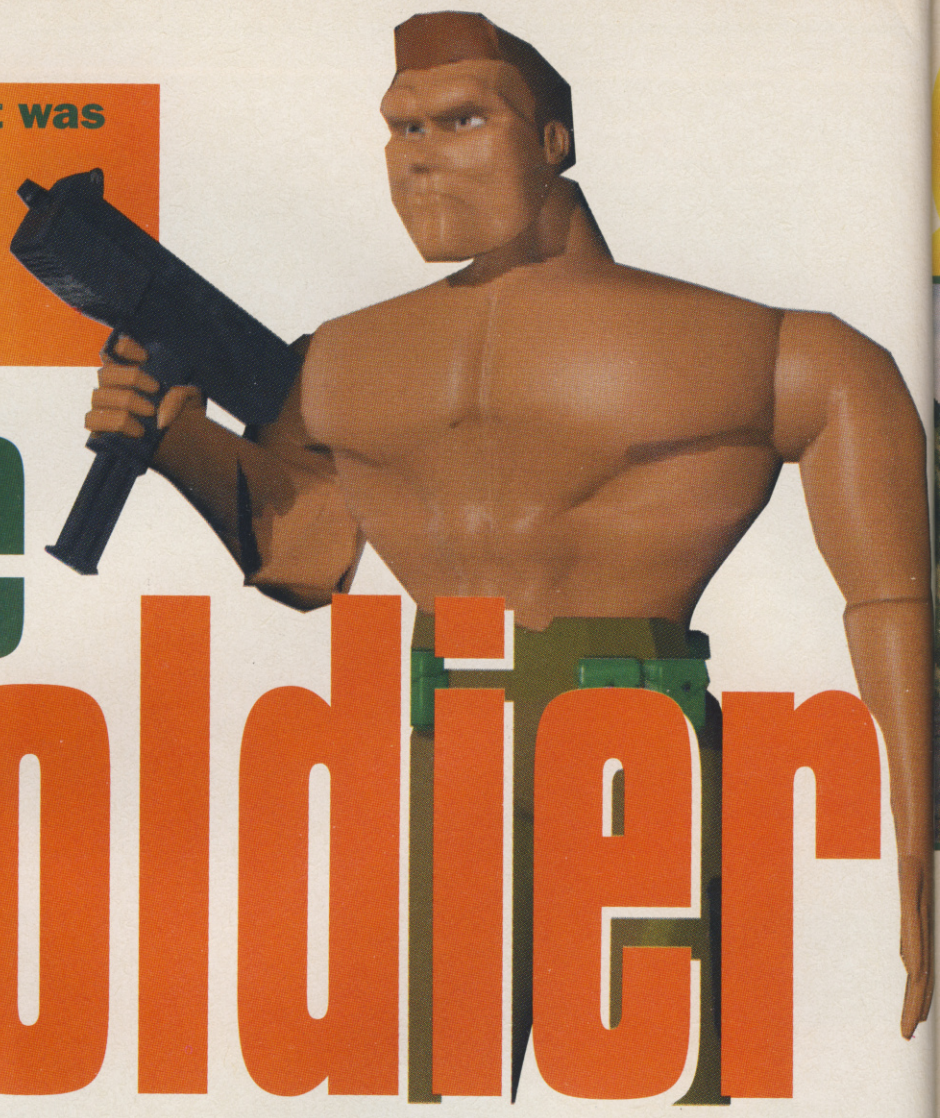
Just when you thought it was safe to hang up your headband, Rambo – or his twin brother – returns to kick ass...

Lone Soldier



LONE SOLDIER

- Developed by: ..... Tempest
- Released by Telstar Electronic Studios
- Out ..... November

75% complete

No other versions planned

No other versions available

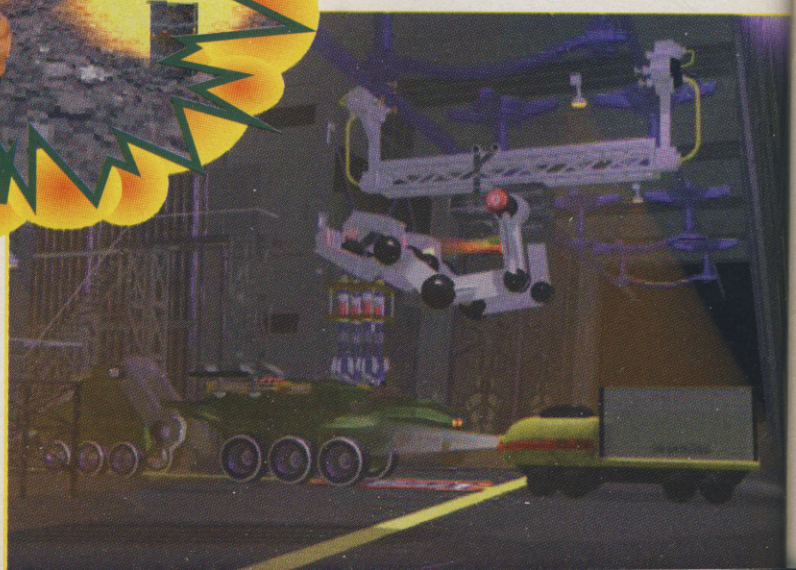
PLAYSTATION

Lone Soldier's rock-hard...

LET'S FACE IT, these Rambo chappies don't belong in the movies. Their colossal physiques, their badly animated body movements, the habit they have of creaming whole armies at the tip of a hat... yes, the secret is out! These people are actually living videogame sprites, created by a conspiracy of movie directors circa 1975. Think about it: would real parents christen their sprog Stallone? Or Van-Damme? And as for Schwarzenegger....

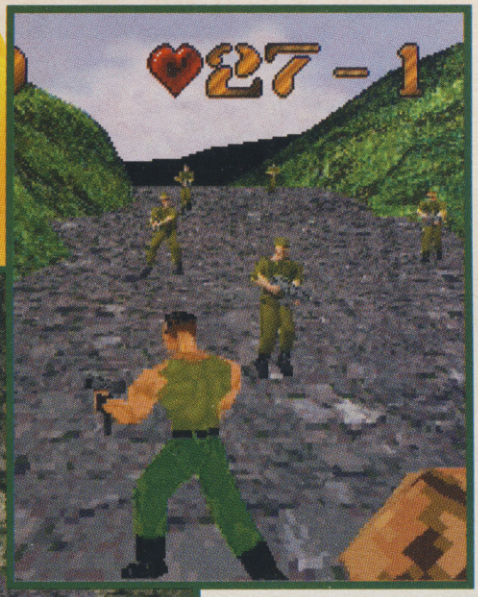
At least Lone Soldier doesn't pretend to act, and you won't find him waving his rude bits in 'The Italian Stallion'. No, he's just a common-or-garden megahero, never happier than when machine-gunning racial stereotypes or nuking military dictators. A fully animated 3D model in a 3D world, he's shot from behind (ouch) and loaded with bazookas, grenades and other goodies.

Lone Soldier's got his work cut out, though – slogging through miles of jungle and quick sand, dodging snipers and vine traps, and negotiating a tricky ravine or two. Add to that rivers, forests, a Middle Eastern city (plus army) to take out, and throw in an alien invasion force that's come to join in the fun.



COMMANDO-DO

Lone Soldier reminds us of the old coin-op classic Commando, except this time it's all 3D and most certainly a product of 90s technology. Just take a look at these tasty pics:

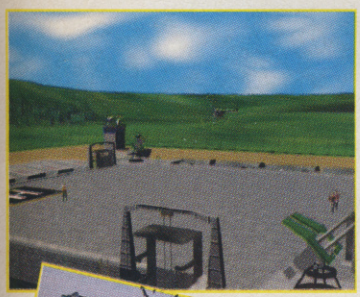


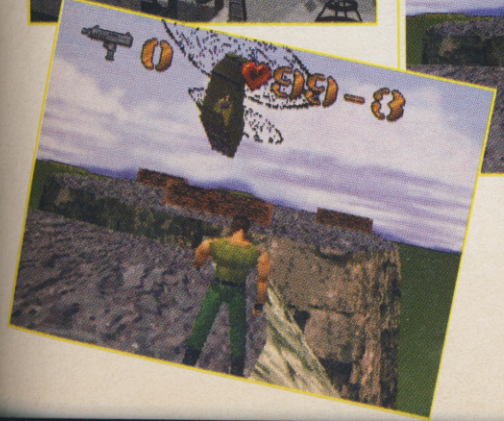
That's a lot of carnage, even in four multi-level scenarios.

The folk at Tempest promise lots of lifelike action - or should that be deathlike? - as you chuck grenades at the enemies and watch them reach escape velocity. Also expect swooping camera movements, nifty character spot effects and the now predictable cartoon interludes.

Didn't we see this gravel-pit in Doctor Who?

Everywhere he goes, Lone Soldier kicks bottom.





NOT FORGETTING...

Lone Soldier is only one of the upcoming releases from software publishers Telstar. Here are some other titles you'll ache for in the next few months:

Havoc: **Race futuristic vehicles on land, underwater or in space, dodging traps and trashing opponents.**

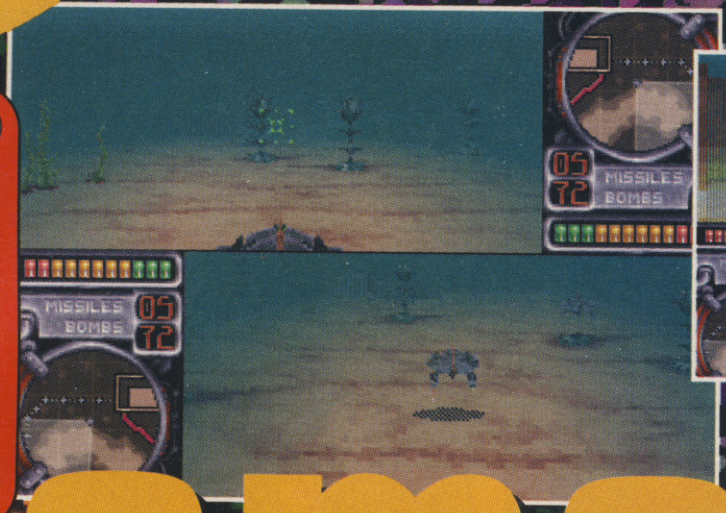
Fable: **Cross worlds of Earth, Wind, Fire and Water in this fantasy/sci-fi adventure.**

Star Fighter 3000: **50 missions await you as an ace squadron leader in this strategy-action game.**

FX APPEAL

One thing the Scavenger team have cracked is special effects. We're always the first people to say 'gameplay over graphics' but we like special effects and fancy extras as much as anyone, and Amok looks as though it will come packed with them.

The two-player mode looks like a laugh.



AMOK

- Developed by: ....Scavenger
- Released by: ....Sega
- Out ....December

70% complete

32X version planned

No other versions available

SATURN

amok

Ooh, different Virtua view-points. Never seen that in a game before. Oh no missus.

The status window takes up a lot of room, doesn't it?

I used to know a kid in school called Amok, well, Armok, but it's almost the same.

IF THERE'S ONE thing the Saturn's really lacking it's a decent shoot-'em-up. While Raiden's on its way, it's not a game most people would regard as typical Next Generation stuff – even if it is bloody good.

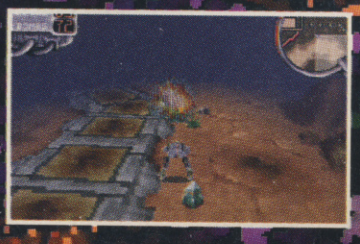
So enter Scavenger, a bizarre amalgamation of Finnish and American programming talent who are the real rising stars of Sega's 32-bit operations. Last year they were responsible for a set of mind-blowing 32X demos and this year they're about to burst on to the scene with Amok, the first genuine Next-Gen shoot-'em-up for the Saturn.

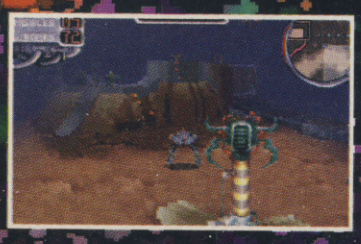
Amok is by no means a run-of-the-mill blaster. While there's a nice selection of giant robots, tanks and bases to zap, there are also legions of giant waspy things and diddy little blokes who prove no match for your giant stomping robot suit.

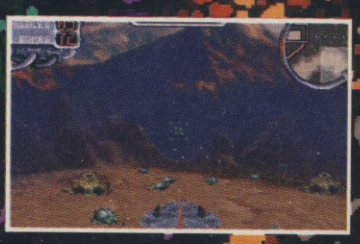
After seeing Scavenger's 32X demos we're expecting a hell of a lot from this game, and on the surface it looks as though they're going to deliver. As well as adding depth to gameplay through a variety of missions which varying objectives (shoot this, rescue that, etc) they've thoughtfully included a split-screen two-player mode and not taken the easy option of relying on impending link-up cables to do the job.

After all, when a machine's new, chances are you'll struggle to find a mate who owns a Saturn let alone another copy of the same game.

If Scavenger do come up trumps with Amok, they'll be well on the way to becoming one of the hottest development outfits next year. It's a lot of pressure on a relatively new team, but the rewards could be really huge.







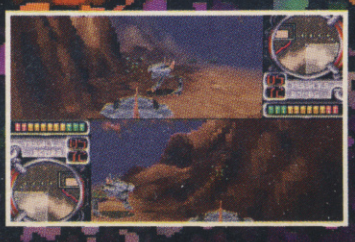
More metal mayhem head-to-head.

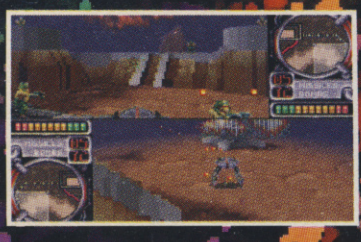
PAINT IT BROWN

Driving a giant robot suit across an enemy-infested landscape is a little more challenging that careering down the M1 in a Triumph Dolomite, For a start there's a lot of extra controls and fiddly dials and things, although it doesn't get stuck in neutral and the radio can pick up more stations that just Capital Gold.

Below: A little fat bloke heads towards his ultimate doom. Dumb, isn't he?

This isn't a muggy shot, it's just one of the game's special effects.





ASSAULT RIGS

- Developed by: ..... Psygnosis
- Released by: ..... Psygnosis
- Out ..... November '95

55% complete

PC version planned

No other versions available

PLAYSTATION

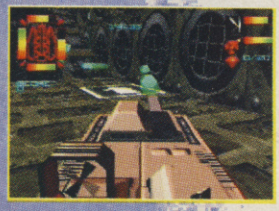
JACKANORY...

It's the future. While Michael Barrymore dies on the set of Cybermarket Sweep and his autopsy reveals him to be totally composed of soft fruit and small furry mammals, networked games have reached cult status and are massive business. Huge corporations sponsor contestants to fight it out in virtual arenas in charge of tooled up 'Assault Rigs'. Millions of punters log into the net to watch the cat and mouse battles between competitors tooled up to the eye-balls. Which is just as well because the system itself is full of traps and defence units and it'll be your turn, soon.

◀ *Snazzy World War II tanks like this one are available for your amusement on some of the levels.*

Psygnosis just can't stop producing games. This time it's large cybernetic tanks battling it out in a virtual arena. Blimey, they've come a long way since Brian The Lion.

assault rigs



HANDS UP WHO'S ancient enough to remember the old Atari 2600/VCS system. Not many hmm. You know the one we mean though, that teaky wooden thing that looked like a cross between a Hammond organ and an air-conditioning unit, but had less power. It was the kind of thing you expected Rolf Harris to stroll up to, stroke, and say "And it plays real good tunes too!", before whipping out a thin metal rod and breaking into 'Telstar'.

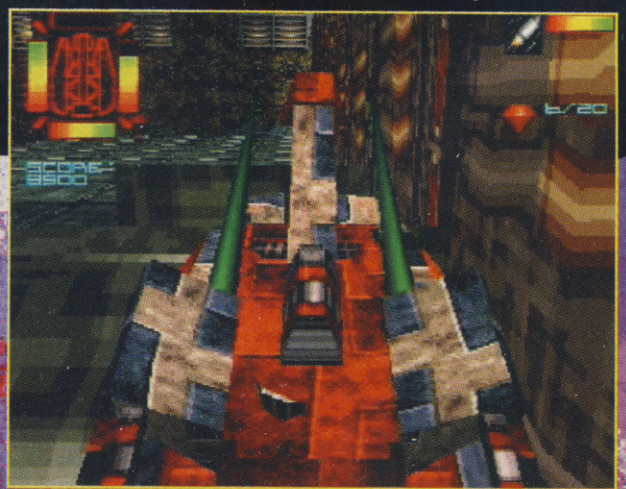
The point, if there is one, is that Atari's piece of late 70s technology had one of the most playable two-player games bundled with it, Combat.

Combat was simplicity itself; two tanks, two players fighting to the death in 2D. Now Pysgnosis, inspired by the concept, are updating the idea for the 32-bit market, and of course, adding a bit of their own no-how.

Assault Rigs will feature 40 texture-mapped 3D arenas for you to battle it out in. Each level has its own theme, whether it be a Tron inspired VR level or a WW2 tank battle where V2 rockets rain down.

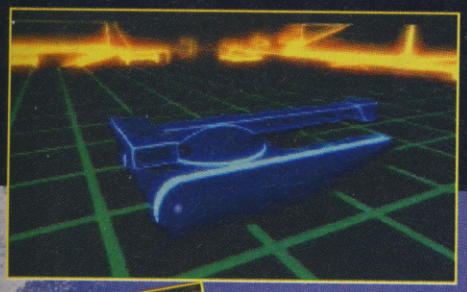
Although it's only just over half finished the majority of the power-ups, traps and secret passages are in place. And, having had a good old mess around on Assault Rigs, we reckon the Psyggies are on to another winner.

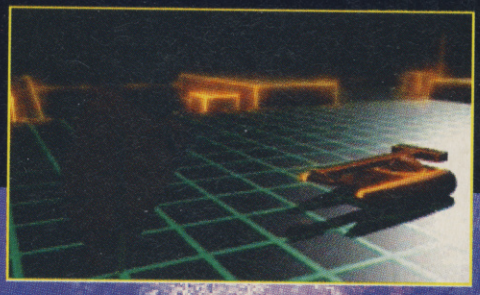
▲ *Bang! Eat my lead you strange thing from a virtual dimension you!*

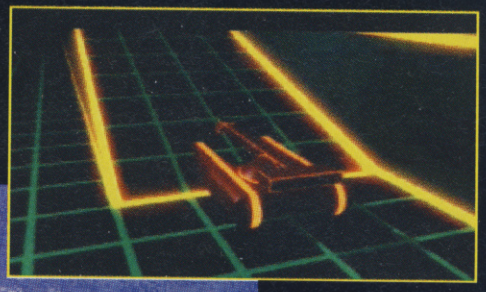


◀ *On our left we have your choice of tanks. What'll it be? Heavy, medium or light.*

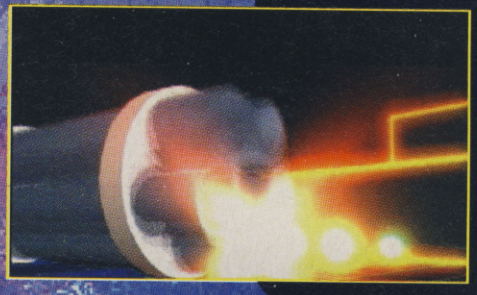
This has got to be the sexiest tank of the lot with its groovy patchwork quilt-type effect ▶







◀ Assault Rigs will feature a wide variety of views for you to fight from.



IT'S ALL CRYSTAL CLEAR NOW

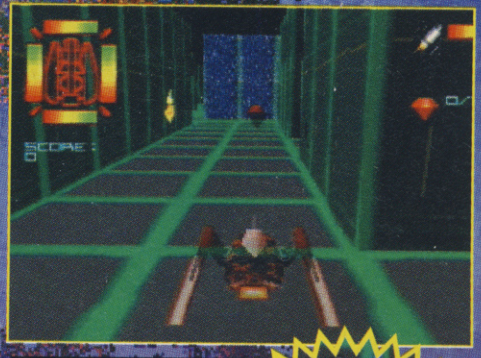
Just like old baldy-chops ex-of that crappy Crystal Maze program, in one-player mode you have to drive your big tank around in search of crystals. Collect enough without taking a pasting from the opposition and you can move on.

▲ Hey, if I go to Tronland I want a tank, not a poxy motorbike!

▲ Iced Gems or a PlayStation special-effect when you drive over a crystal.

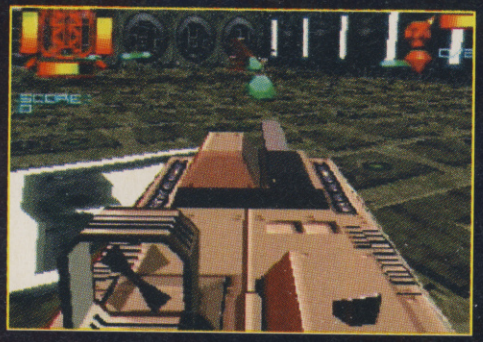
Ha-ha! Check out my cybertank chics. See that windmill on the back, I got that from Halford's. ▶

▲ This little guy could easily pass himself off as one of those lovable little Micro Machines.



OOH, RUBBER BULLETS

Talk about re-living a genre. Just like in the classic 70s Atari game, Combat, your tank has a range of odd weaponry including those classic bouncy bullets. Retro or what? Can we also assume that Psygnosis are jiving around their offices in pear-drop collars and flares while chewing a Spangle?



▲ Hey, isn't that Nintendo's Virtual Boy?

D

Developed by: ..... Warp

Released by: ..... Acclaim

Out ..... November '95

85% complete

No other versions planned

3DO versions available

SATURN

You get a whole host of close-ups of vacant eyed homocidal maniacs in D.

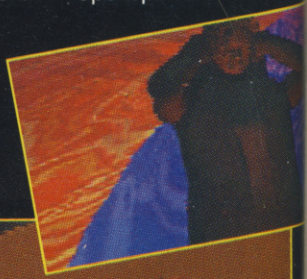
d

It's time to do a Scooby-Doo and wander aimlessly around a haunted house with D on the Saturn

Alright sexy pants, wanna come to a disco and have a snog with me, or are you to wrapped up in this macabre murder mystery?

WHAT IS IT ABOUT attractive young women and old dark houses? I mean, any sensible bloke wouldn't pass the front door without arming himself with machine-guns and a few decent lightbulbs, but your average babe saunters in without turning a hair. Usually to get her head chopped off in the next scene. Unless she's Lola, that is, a rock-hard supernatural investigator who's about to appear on the Saturn version of the 3DO adventure 'D'.

As in the original, Lola has to explore a sumptously animated 3D-perspective mansion, keeping her peepers open for assorted death-traps and trying not to step in too many dead bodies. (Always remember, just because they're dead doesn't mean they've stopped moving.) The game promises cutting-edge full-motion video animation, some of the grisliest graphics ever seen on the Saturn and (probably) a 15 or 18 certificate. Spoilsports!



It's a bit like Murder She Wrote without that fat old slapper.

GORE BLIMEY!

Remember the fuss the tabloids kicked up over 'Mortal Kombat', with its lovingly detailed scenes of slaughter? If that was anything to go by, we reckon the hacks will have a field-day with 'D', with its numerous piles of gutted corpses smeared in tomato ketchup. Fans of bad Eighties slasher movies should feel right at home... Pint of AB, anybody?

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SCREAMER

Developed by:.....GRAFITTI

Released by:.....VIRGIN

Out.....October '95

80% complete

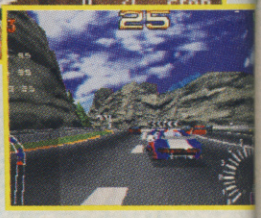
No other versions planned

No other versions available

PC CD-ROM

The phrase 'not unlike Ridge Racer' springs to straight mind. ▼

Calling all PC owners... Fed up with hearing about Ridge Racer? Turned green by reviews of Daytona USA? Worry not, your time has come with a game that promises to have console-owners eating dust.



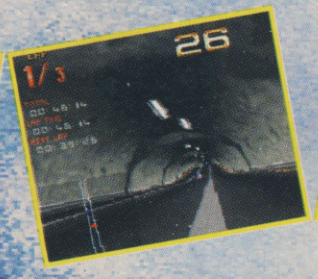
▲ *This was programmed in Italy where all the drivers are maniacs with Alfa Romeos.*

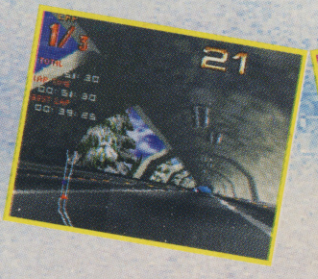
SCREAMER

IN RACE, no one can hear you scream... so runs Virgin's excruciatingly punning tagline to Screamer, the game that promises to do for the PC what Ridge Racer did for the PlayStation. In fact, Screamer resembles Ridge Racer in both looks and gameplay, as you screech round snowy mountains, roar across suspension bridges and tear through neon-lit cityscapes. However, Virgin's game also offers an eight-player link-up mode and the chance to thump your best mates off the road (or be thumped yourself, of course).

Other features include six tracks (one hidden), championship options, instant replays and sampled speech. The preview version we saw boasted a screen update fast enough to give the PlayStation a run for its money, with graphics and sound to match. All in all, it looks like this one could scream it's way to pole position; we'll be pushing that speedo needle to the limit next issue.

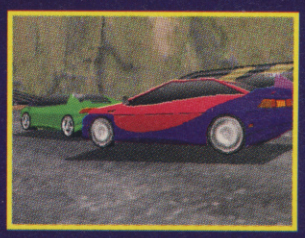
Cor, super VGA graphics. Don't they look smart? You'll need a whacking great PC to run them, though. ▼





FATAL SCREAMING

There are winners and losers in this world: Blur beat Oasis to that numero uno spot, Hill succombed to Schumacher at the Ozzie Grand Prix, and with two quite brilliant car racing games on the way from two quality software houses then it looks like the challenge is on. Of course you know all about Screamer, but the other game due out of its development garage is Fatal Racing (previewed in the July issue), and you'll be able to check out which of these PC giants comes out on top next ish.



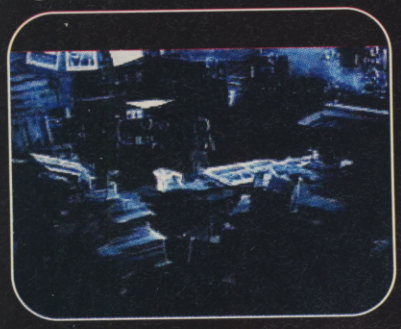
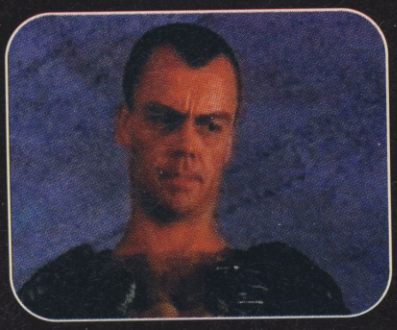
▲ Screamer's set to be the fastest, loudest most Ridge Racerist multi-player game on the PC.

▲ Be the editor of CVG and get this as your company car. Except you won't, because they're tight.

We've been to Milan. The bogs there are just these little squatty pits in the floor, you know. ▼

◀ Welcome to sunny Milan, where the people say 'Prego' all the time.

I hate captions like this. I mean, what can you about this pic that's funny? ▼

johnny mnemonic

Keanu Reeves, eh. What's he got that any of us haven't? Apart from wads of cash.

IN FACT, despite having the lead role in the forthcoming Johnny Mnemonic movie, he doesn't actually appear in the game. Which is just as well, really, because it wouldn't exactly look blokey popping down to your local shop to buy a game with Keanu plastered all over the box.

What you get instead is an interactive movie with plenty of unknown actors, but a good deal of special effects and action which makes the whole thing very watchable. As for the interactive bits, well, at certain times during the action the screen compresses into letterbox format, at which point you control where the characters head next, solve puzzles and engage in bouts of fisticuffs against your cyber enemies.

Whether or not Psygnosis have cracked the elusive playability problem that's plagued every interactive movie since programmers first fancied trying their hands at being directors, remains to be seen. One thing's for certain, they've done a bloody good job of producing their own version of the movie, but that on its own won't be enough of a reason to buy the game.

JOHNNY MNEMONIC

- Developed by:.....Psygnosis
- Released by:.....Psygnosis
- Out.....October

90% complete

PC CD-ROM version planned

No other versions available

PLAYSTATION

MNEMONIC IS A SILLY WORD

The story's based on the William Gibson novel of the same name. It's about a bloke with a computer virus in his head. This is Keanu in the movie and some bloke whose name we can't remember in the game.

(Left)"No mate, that wall's got wet-rot alright!"

(right) A tube tunnel entrance yesterday.

(Left) Johhny avec crumpet hides from the baddies.

Johnny M will feature lots of dark places.

BLOWN AWAY

JEFF BRIDGES

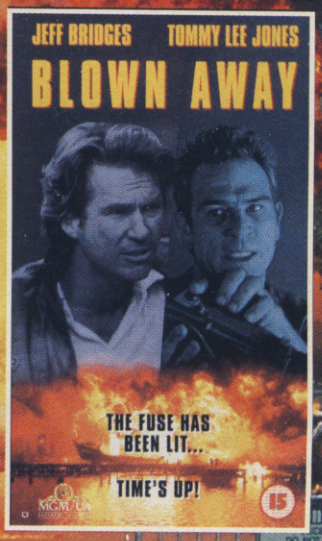
TOMMY LEE JONES

Light the fuse and stand well back as the dynamic combination of Oscar® winner Tommy Lee Jones ("The Fugitive") and three-time Academy Award® nominee Jeff Bridges star in Blown Away.

MIND BLOWING!

"Tommy Lee Jones dominates the film with a portrayal of pure evil that is hypnotic to watch"
(The People)

"...non-stop excitement. A real blast"
(The Sun)



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KRAZY IVAN

Developed by: ...Sony Inter.

Released by: .....Sony Inter.

Out.....October '95

75% complete

No other versions planned

No other versions available

PLAYSTATION

KRAZY IVAN

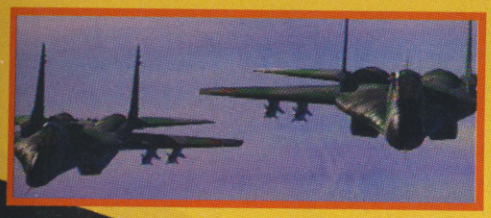
It's big-robot time Russian style. Does this mean you get a choice of black, a go-cart's interior and a cabbage-powered engine? Or will it mean another 32-bit piece of mastery from Sony Interactive.

WE HERE ON CVG like big robots. But Russ-ian ones? It's not that we're anti-Russian, we're just a little concerned with the build quality. I mean it seems that practically all Soviet technology looks either reject quality or knackered. Which begs the question, do you really want a Russian built robot that's hand painted with some nice matt emulsion and a coat of that stuff which that angry bloke tells you to buy to stop your bricks from rotting.

Fortunately, Krazy Ivan's set in next century Russia, where its black and white style society has evolved into a technicoloured land with lots of cash and less cabbage.

Unfortunately, hordes of aliens have invaded large areas of the globe and placed force-fields all over the shop. The answer, send in Krazy Ivan in his new 'suit' to go psycho on the alien robots and try and save humanity.

While the AI hasn't been implemented properly yet, Krazy looks smart and we're looking forward to getting our mech-warrior type hands on this 3D droid carnage fest as soon as Sony Interactive let us.

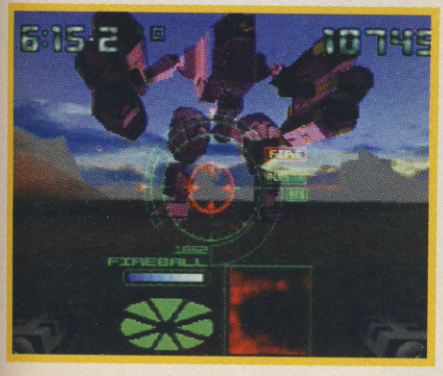


(Below) Alright so he's got the biggest forearms in the universe, but look at his titchy tadger!

WHAT A FRONT END!

Krazy Ivan features a pretty impressive front end which took six months to put together and a whole load of blue-screen cut-away sequences that take place during play. Plus, and this is rather self-indulgent, loads of footage of top model and ultra-babe Sarah 'thank Crunchie it's Friday' Stockbridge. Be still my beating heart.

(Left) Attack of the giant metal insects, starring giant metal insects.



"TRY IT IN A 38 SIR"

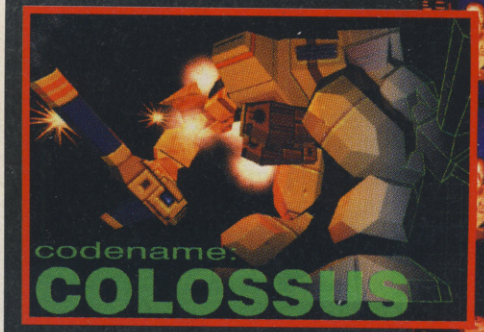
Krazy Ivan's suit isn't your £99 special from Top Man. Oh no, this little off-the-peg number's a mech-warrior that's 45-feet tall, 50 tonnes in weight and packed to the rafters with deadly weapons. Please, if you go looking for one of these, beware, the silver-fleck number in Burtons does not have a flame-thrower on-board.

RISE OF THE ROBOTS

There are absolutely tons of different enemy 'bots in Krazy Ivan, here's just a few of the rust-buckets.

A 58-foot joke of a robot, a little on the stupid side (as robots go), but equipped with a nice line in strong armour and Fireball launchers.

He's pretty dense, but has a pretty savage arsenal at his disposal. Sounds like your average club bouncer really, doesn't he?

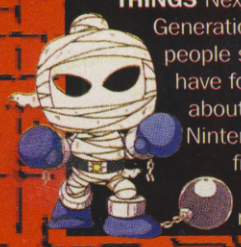


The Travis Bickle of the robo world, about as rock as they come and will attack you directly the moment he lays a cybernetic eyeball on you.

Basically a couple of big guns on legs. His powerful weapons make up for his manoeuvrability of a shopping trolley and acceleration of a slug.

virtual boy extravaganza

It's the great forgotten console of the decade – AND IT'S HERE!!!!!!!

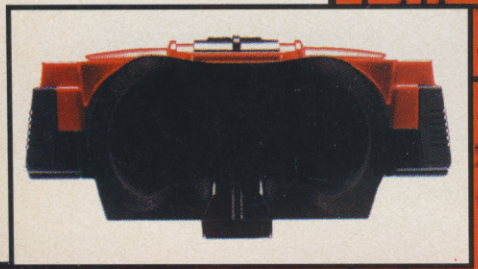


IN THE RUSH OF ALL THINGS Next Generation, most people seem to have forgotten about Nintendo's first console release since the SNES. There are two reasons for this. First, the Virtual Boy might not be granted an official European launch, and second, while the technology is quite novel the Virtual Boy doesn't have any sexy Silicon Graphics-like visuals. But the big surprise is it's actually a pretty good toy.

The Virtual Boy, despite its crimson mono screen, is a 32-bit console. And why does it need such hardware to shift red sprites? Because the screen has roughly 120 layers of 'depth', that's why. This means sprites can be scaled into or out of the screen with very little effort, and as most of the 3D routines are handled in hardware you end up with a more convincing effect that you'd expect. The headset screen adds to this by excluding all vision except the monitor, immersing you in the game environment. There are two speakers at ear level on the headset and since your head is positioned right next to them you get maximum sound volume with minimal output. The Virtual Boy is possibly the most irritating console to watch someone play. It's not like a Saturn or PSX where you can marvel at the graphics even if you can't have a go. With the V-Boy you're stuck with the spectacle of someone gazing into what looks like a seaside pier telescope while listening to the Walkman-headphone-leakage sound emanating from the red unit. Now this all seems like quite a laugh – like a grown-up cyber-Game Boy. But the snag is that the Virtual Boy is a Jap' import machine and costs £200. Now for £80-100 it would be a perfect Chrimbo present-type time waster, but at twice the price, well you're talking proper console price-age. At CVG we're surprised to find that the Virtual Boy is pretty nifty, has a great 3D effect and already a number of playable games to support it, but unless you're a bit of a rich kid/hard-working wage slave you might be better investing the money elsewhere.

THE HEADSET

The Virtual Boy looks like a regular VR headset, but it's mounted on a stand. Apparently Nintendo were forced to add the support to prevent people from wandering round the house wearing the Virtual Boy, falling down the stairs and suing the company. There's a nice squashy rubber visor to prevent light getting to the (backlit) screen and to give you something to rest your face on. There are also focus and contrast controls so you can tune the machine to a non-eyestraining personal perfectness.



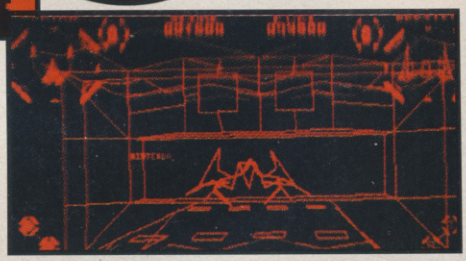
Red Alarm is a sort of wire-frame Starfox. The joypads rotate or slide your craft around 360 degrees in the direction you press. The object is simple – negotiate warren-like techno-tunnels blasting the bits out of wire-frame alien machines. The feeling of depth and space is amazing – not a game you could produce on a 2D machine. Luckily, there's not much to let Red Alarm down. Even when you know how to pilot the ship effectively the levels and enemies are more than a match for your mum.

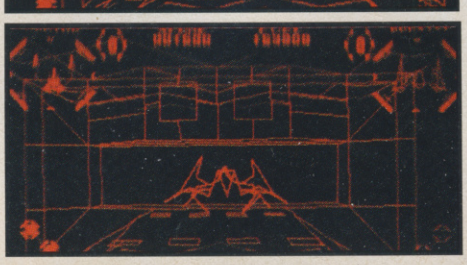
RED DOT RATING 92%

THE HANDSET

The VB handset has two handles, with D-pads for each thumb. L and R buttons are beneath the pad, easily positioned for your index fingers. This allows for greater scope of movement in the 3D environment, as both joypads can be assigned to different types of motion with two buttons easily accessible. The down points are the sloping handles and attached batt-pack makes the controls cumbersome and heavy after a while.

red alarm

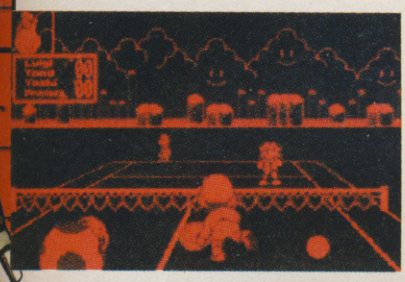




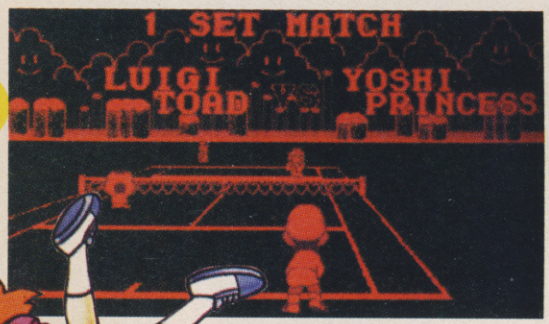
mario tennis

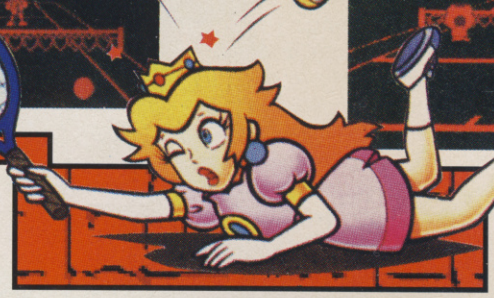
Obviously the still amazingly popular Mario has to feature in any Nintendo launch line-up (check out the incredible Yoshi's Island review on pages 86-89), and here's his first stab. All the usual Mario Kart Klan are present, each with their own playing style and attributes. Only regular NES/Game Boy controls are used, with A and B striking regular line shots and lobs respectively. Forehands, backhands and smashes are dictated by your player's position in relation to the ball. And that's it. The 3D effect is pretty good on this one, especially given that there's no ball shadow, yet it's still easy enough to tell where the pill is depth-wise. However, whilst it's an enjoyable stab at the genre the one-player game is a bit on the easy side. Even though the opponents are challenging on Hard mode there's only a maximum three games in the tournament, which isn't many compared to Wimbledon or anything.

All in all, a valiant effort, and it's absolutely great fun in two-player mode, but if you're a lone-star VB-head you could find a more suitable launch purchase.

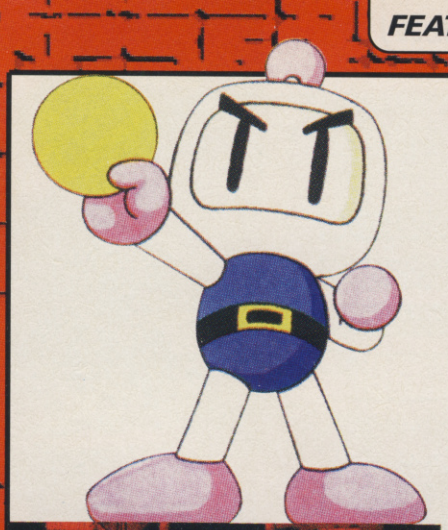


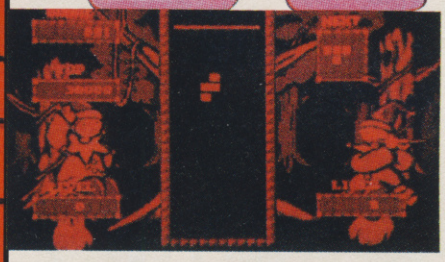
RED DOT RATING 81%

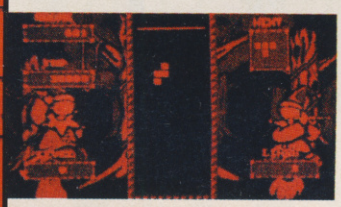




panic bomberman

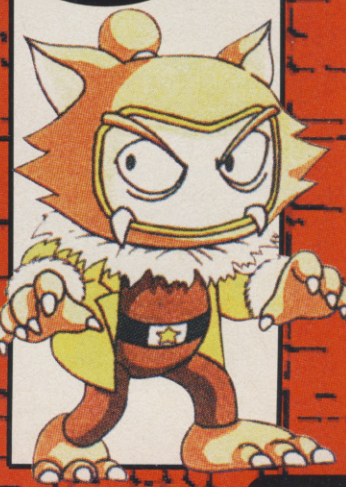




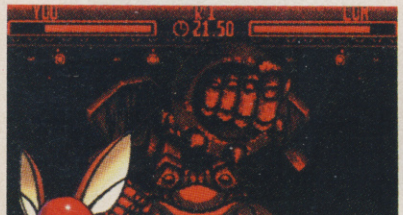


Bomberman, the most popular character from the Bomberman series of games, has his own Tetris variant – and it's in 3D! Like that makes a difference! You've seen this thing before – icons drift down from the top of the screen. Match three or more and they disappear. Activate string of these combinations and reap bonuses, this time with an explosives theme. This time though there's a scrolling backdrop in 3D and a foreground picture of your opponent in 3D, and the playfield in regular boring old red 2D. In fact the only really impressive 3D in Panic Bomberman is in the intro.

RED DOT RATING 73%



Teleroboxer – or Tel as we call it – is the most action-packed (ie – violent) game for the VB so far. It's a first-person perspective boxing game featuring huge cool-looking Manga-style robot pugilists. It's like Super Punch Out with scaling fists bludgeoning your eyes. Tel also has the most complex controls so far; the two joypads control a respective fist. Up and Down are high and low guard, left and right dodge to the side. Pressing one of these with the L or R button produces one of a variety of punches, each of which moves at a different speed over a different trajectory to cause a different amount of damage. Once you can get used to the controls and get your co-ordination right Tel is top ace fun, and it's certainly hard enough to keep you going for yonks.



RED DOT RATING 90%

teleroboxer

T-MEK

Developed by: .....Bitss

Released by: ...Time Warner

Out:.....October

80% complete

No other versions planned

NArcade version available

PC/32X

PC

32X

32X

PC

32X

PC

Right-hand side shows who's bestest.

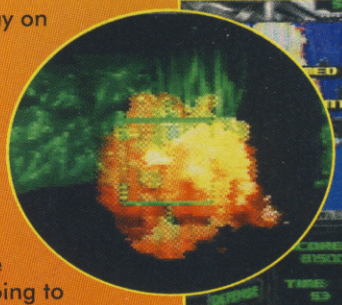
PC

t-mek

Coming from an arcade machine that was near you comes an Atari original that involves lots of tank-like Meks.

MOST ARCADE devotees will have fond memories of Battlezone, the vector line graphics tankathon shoot-'em-up that Atari made famous circa 1983, however they didn't quite revive the enthusiasm with their Ninties tank battler T-Mek. God knows why not because when CVG went to T-Mek's conversion kings, Bits, in north London we renewed our acquaintance with the two-bod arcade cabinet and we realised that it is a whole lotta fun especially.

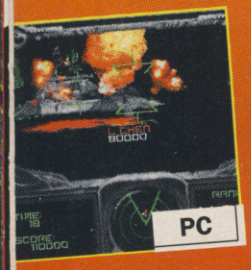
For the 32X and PC conversions the gameplay's the same as the arcade machine where you take control of a high-tech tanky affair with the object of blowing out the oppo' and crucifying the fella/fellaress sat next to ya. Expertise depends on your ability to suss out your Mek's special abilities. And each Mek has a special attack-feature, ie a cloaking device or the power to reflect enemy fire. The 32X version is destined for a rocking 20 levels (plus your bonus secret three) and the PC accrues 27 (and secret three). The game's appeal will be it's two-player mode on32X, and modem and network play on PC, as there's nothng better than scrambling with your hume opponent(s) for special weapons et al. We're assured that the conversion is going to be a very close one and not suffer any slow down as sprite scaling has been used as opposed to hardware scaling; the former involves thousands of sprite frames to give the feeling of movement. Review next month.



32X

PC

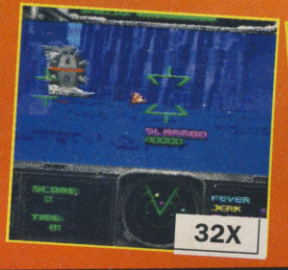
Special weapon is a guided missile, but can you guide it to its target?



PC

32X

PC



32X

PC

32X

TWO PLAYER OR TWO MACHINES

Obviously games' appeal seems to increase if it has a two player mode, though it seems that companies these days are (Psygnosis for one) are going for two (or more) machine link ups rather than those irritating half screens which may well get left behind with the Mega Drive.

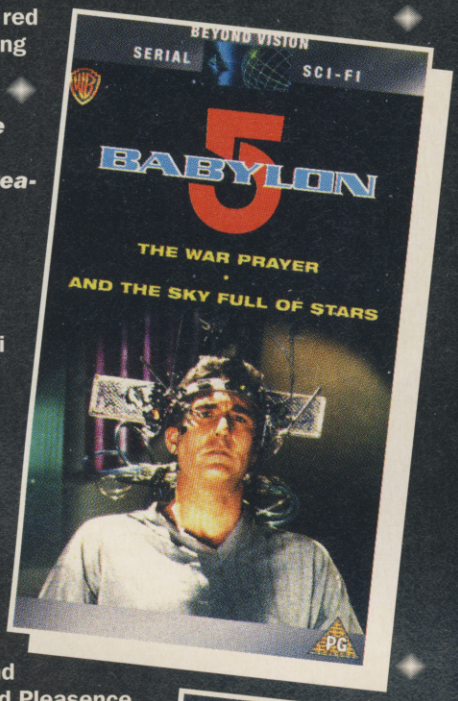
32X

PC

THE 'I'M MAD ABOUT SCI-FI ME' COMPO

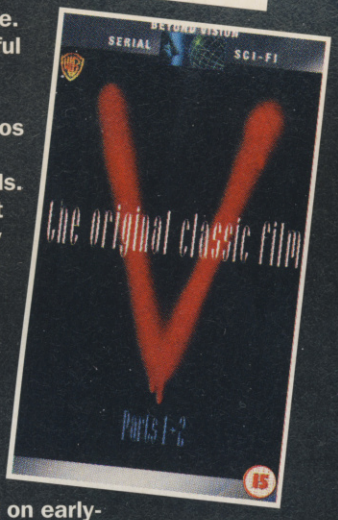
Boldly go where no has-been actor has gone before, in CVG's sci-fi competition...

Cue those luscious red lips at the beginning of 'Rocky Horror Picture Show:
Science-Fiction Double Feature...
Doctor X will build a creature...
See androids fighting Brad and Janet...
Anne Francis stars in Forbidden Planet...
and so on. Yes, it's sci-fi nostalgia time, as new specialist label Beyond Vision offers three sets of fantasy favourites from TV and video.



First tape in the bunch is THX-1138, George 'Star Wars' Lucas' cult vision of a synthetic future, produced by Francis Ford Coppola and featuring the late Donald Pleasence. Next up is 'Logan's Run', a wonderful bit of Seventies movie hokum with Micheal York and Jenny Agutter as the fugitive lovers. Both these videos are released in widescreen and include trailers and collectors' cards.

On the TV side, there's the first (and best) installment of the fondly remembered 'V', in which aliens-in-human-clothing prove to have unsavoury plans for us Earthlings. Last, Beyond offers four episodes of the current sci-fi champ Babylon 5, currently screening on early-evening Channel 4. If you've been missing out on the chronicles of this Amiga-generated giant, here's your chance to catch up on the original series and wonder why Deep Space 9 wasn't half as good.



To take the lot, just tell us:
Which 32-year-old sci-fi epic looks likely to be revived in America?

Answers on a postcard to: I'm Mad About Sci-fi Me compo, CVG. Priory Court, 30-32 Farringdon Lane, London EC1R 050. No cash alternative will be offered etc, usual rules apple. (Actually that last word should have read apply, sorry it's my crap typing.)

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Get ready for the only game with real BALLS!

When a team introduces a new season strip do you feel ripped off? When a games publisher releases a sequel do you ever feel let down, a bit like someone had punctured your footballs? How long will you believe them when they tell you that the new '95 or '96 version is so different to the last one?

Well, get ready for a whole new experience - a sequel with a difference! In fact, there's over 40 improvements or additions to the "best ever" soccer game; and we're not talking a load of old balls.

New teams, new players, new stadiums, new strategies and new techniques - the best just got better!

It's Outstanding!

Release Date: 17th November 1995 SUPER NINTENDO ENTERTAINMENT SYSTEM

PLAYSTATION

RACING

PSYG/SIE

£44.99

OUT SEPT/OCT

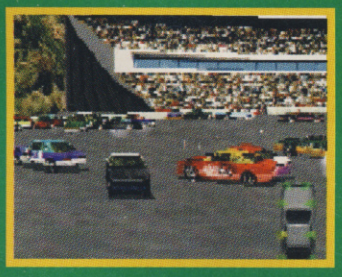
1-2 PLAYERS

PC CD-ROM VERSION PLANNED

NO OTHER VERSIONS AVAILABLE

BOWL OVER

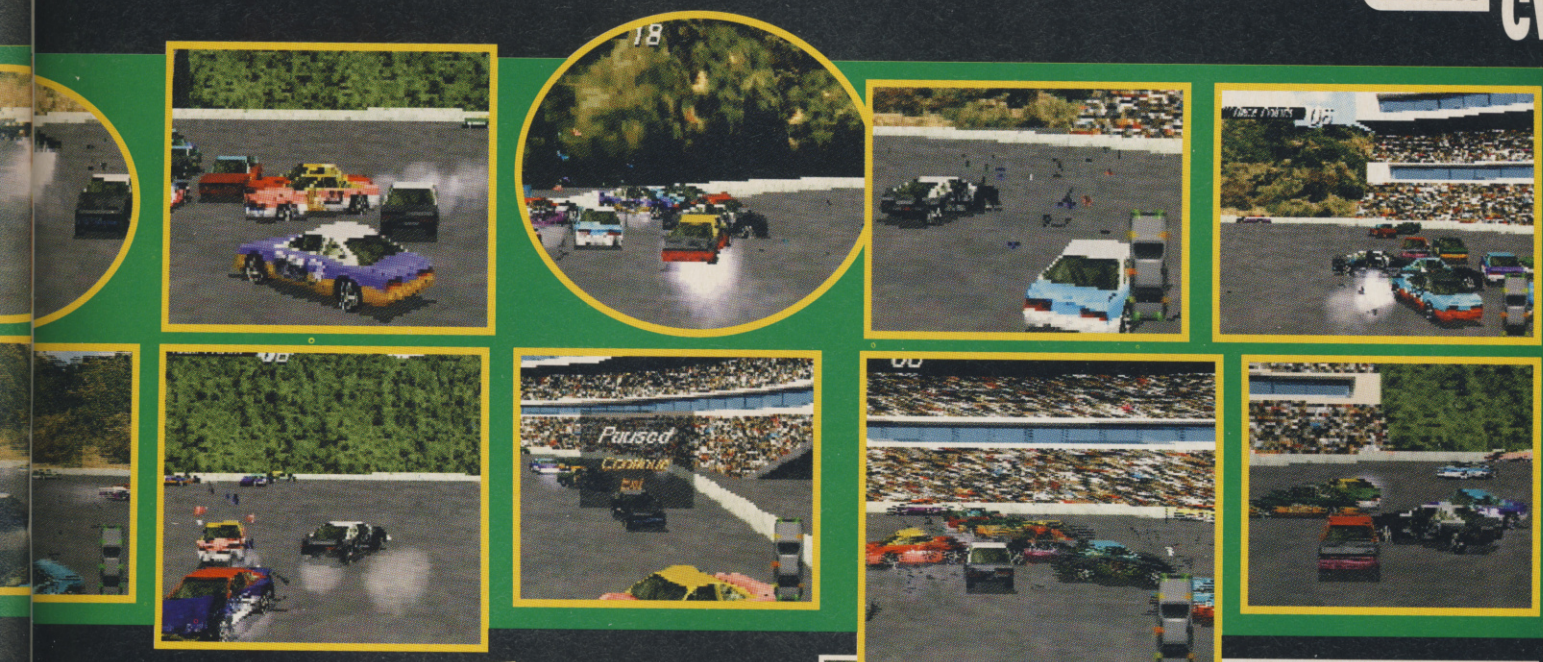
The Bowl sounds like something from a Hollywood prison drama. "Any more trouble out of you Sternhouse and you're going to The Bowl", that sort of thing. But it isn't. It's the name of one of the play areas in Destruction Derby. It's a big round patch of dirt, but the games which take place there are most exciting. Basically it's stock car racing at its most unhinged, as the cars smash each other to bits. There are two ways to play. One where every automobile is after you and the object is to survive for as long as possible in the name of high-scoring. The other is more every-man-for-himself-esque and has an intriguing points-based score system. You score for causing cars to bash into each other (thereby avoiding impact damage yourself), and spin around (360s good, 720s better) and even more for combining the two. If you don't quite get the idea just pop down to your local council estate after pub closing time and pick up some tips from the local joyriding boy racers.



Hey, it's another top CVG PlayStation exclusive. There's a surprise. eh?

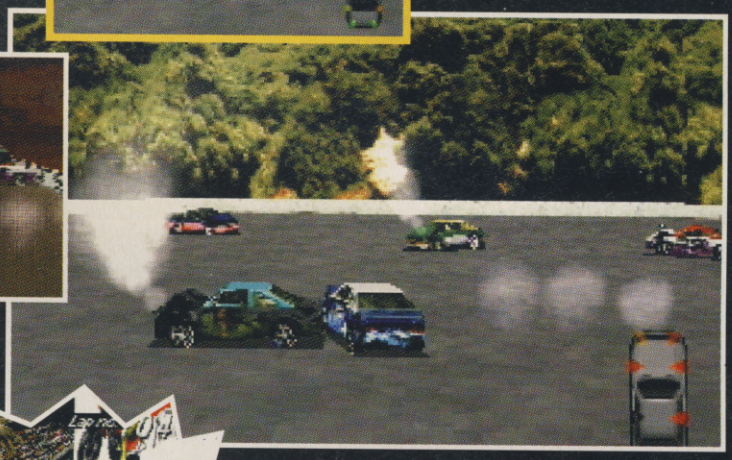
CVG HIT!

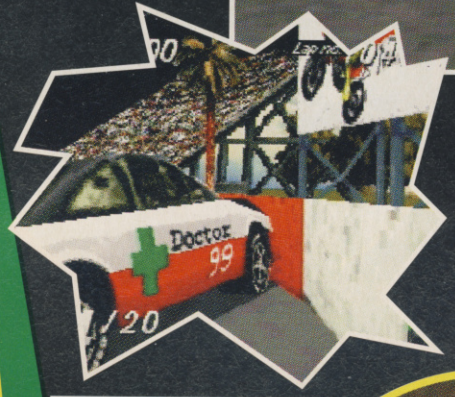
DESTRUCTION



Stock car racing. Stock car racers probably reckon they're dead hard, I'll bet. But I was in a Donkey Derby when I was at school. We all had to ride these unsaddled rabid hell-donkeys around the scabby playing field for charity. I was first out of the pack, and in the lead up to the first corner. Then this fat hard kid knocked me off and I got trampled on the head by every single one of the other mules. I came to just in time to see the last (unseated) contestant hobbling over the finish line, and then had to run around to the end, concussed and in pain, in full view of all my assembled schoolmates. And their families. And the rest of the town. Now that's what I call a destruction derby. It signalled the destruction of my reputation, my self-esteem and my hopes of future professional donkey-riding glory. Ultimately the psychological damage to my ego led me to entering the delinquent world of computer games reviewing whilst the eventual winner is no doubt now a successful financier or something. Stock car racing my arse.

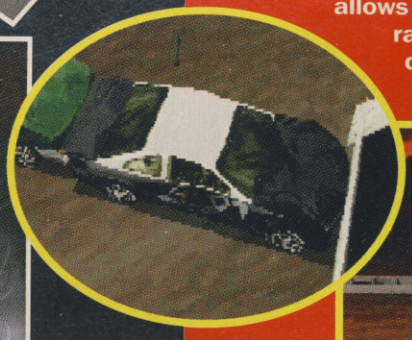
Dead cars emit black smoke.

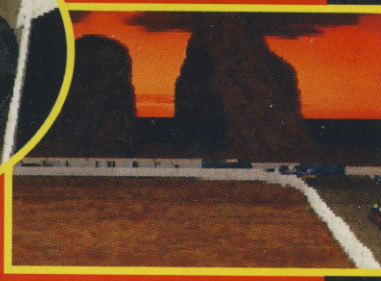


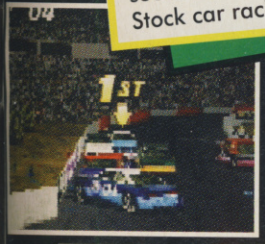


REPLAY STATION

Replays allow you to see what you've done after you've done it, when you may have missed it all first time in the heat of actually doing it. Anyway, Destruction Derby, true to form of having things, has a comprehensive replay system which allows you to view your race not just as a quick fly-past (à la Ridge Racer), but with your choice of camera angles, camera paths and even where the cameras are positioned. And if you've an especially ace replay, you can even save it to the memory card and show off to your friends.







Hey, and it's cheaper than real driving.

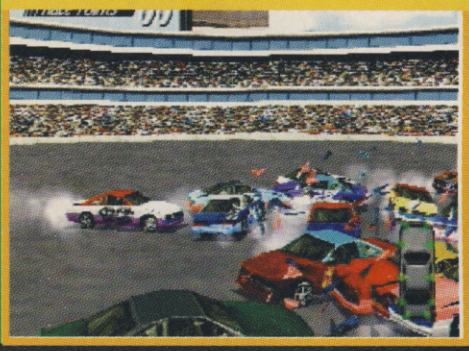
The first three have handy arrows.

DERBY

CRASH BOOM BANG

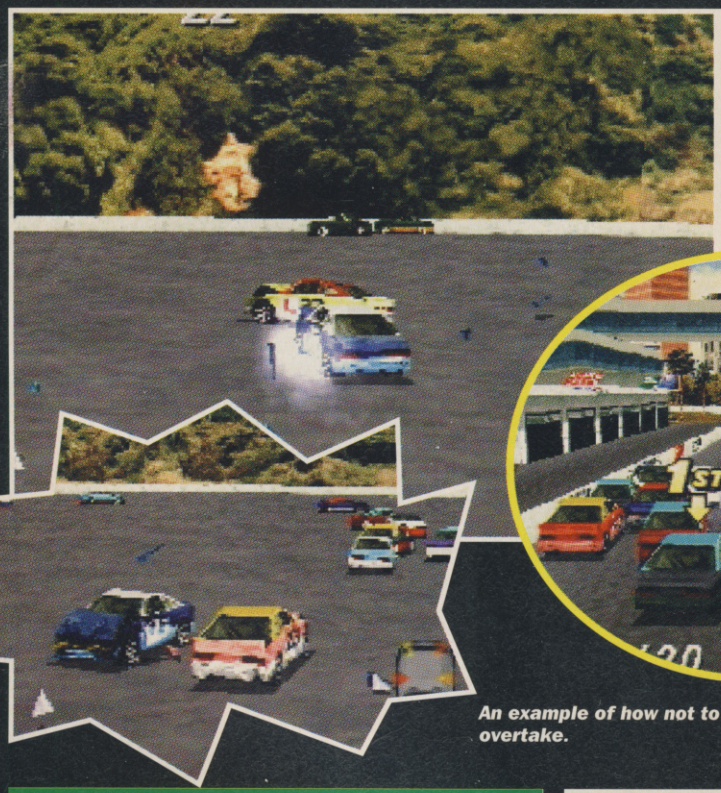
Damage – the name of a boring song by Black Flag. And also something which happens to cars when they smack into things, which happens a lot in Destruction Derby. To reflect this fashion in re-sale diminishing, Psygnosis (or whatever they're called this week) have equipped every car with a damage meter. This measures, in tones from green (healthy) to red (knackered) the amount of a bashing each area of your wheels has taken. Once a car region has been completely depleted it blows up – which could mean the loss of your lights (not so bad) your side panels (pretty fatal) or your engine (complete and utter doom, game over time). If glancing at the bottom-right corner of the screen is too much like hard work for you don't fret – it's pretty easy to tell how shagged your motor is just by looking at it.

"FROM THIS... TO THIS"

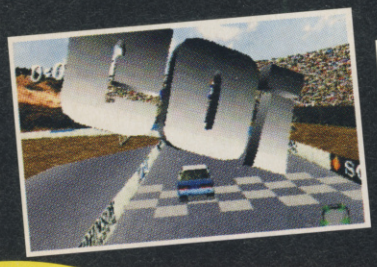


And there's a brilliant link-up mode too.

Junctions are the trickiest hazards.



An example of how not to overtake.



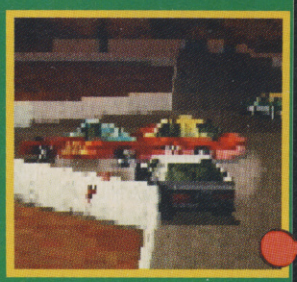
RUN OVER A FRIEND

Got a friend? You lucky dog. But what about a friend with a PlayStation? And a copy of Destruction Derby? And a swish monitor? And a real car to carry it all round to your house? Well if you can answer "Why yes! But how could you know?" to all these questions Destruction Derby has something special just for you. With the aid of a simple link-up cable you can go head-to-head against another Destruction Derby player in any event.

It's crunch time! Ha, ha, ha.

VIEW FROM THE BRIDGE (BUT NOT)

Virtua Racing started all this camera-angles nonsense, and at the time lots of people came out with rubbish like 'It's like having four different games, what with four views and everything' and 'That first-person view is just like being there and is completely different to all the other views', which as any sensible games fan knows is nonsense. But it's a clever idea, and most genre members have copied it, Destruction Derby being no exception.



BACKWARDS COMPATIBILITY

Reverse gears are great. They make you go backwards, which can only be a good thing. If I had my way all cars would be made to drive backwards. Except on my street, because I don't want to get run over. But I suppose that's one ambition which I'll never see fulfilled. Sigh. So instead I'll have to play loads of Destruction Derby, which has reverse gears in full effect, accessed with a single button press and lets you do handbrake turns!

The Ocean Drive isn't too difficult with only a few twisty turns.

Ooh, it's all dark and evil in Cactus Creek.

TEAM VERDICT

SIMON CLAYS

Forget yer poxy wheel-spins away from the lights or your screech of tyres at the round-a-bout, this is a driving experience. All budding Nigel Mansell's should keep well away from this game – you need proper bottle to play this sexy smash-'em-up.

GARY LORD

As a pure racing experience goes I think that I prefer Ridge Racer. What I love about this game though is its novel approach: you basically smash your opponents to smithereens, plus this game just wouldn't have worked on the 16-bits.

MARK PATTERSON

Daytona only won out against Ridge Racer because of its spectacular crashes, but here we have a game that combines superb visuals with action and, quite simply, leaves the competition stalled on the starting grid. Urk.

Buckle up... and sit tight!

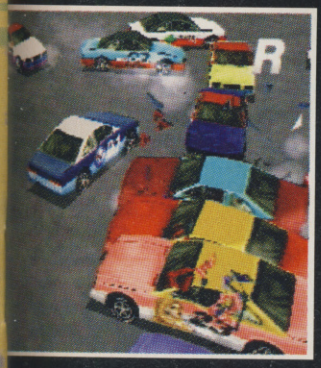
VERDICT

PLAYSTATION

Despite their superficial similarities it'd be unfair to compare Destruction Derby and Daytona USA. DD concentrates far more on the smashing up element of stock car racing. All those get-the-right-racing-line skills go out the window and a new style of play comes in – MURDER! Destroying without being destroyed is the key to success here. Although being destroyed is almost fun thanks to the amazing graphics. Basically, the lads have done good once again, and whilst I don't rate this as highly as Wipeout, it's certainly more fun than Ridge Racer.

RAD

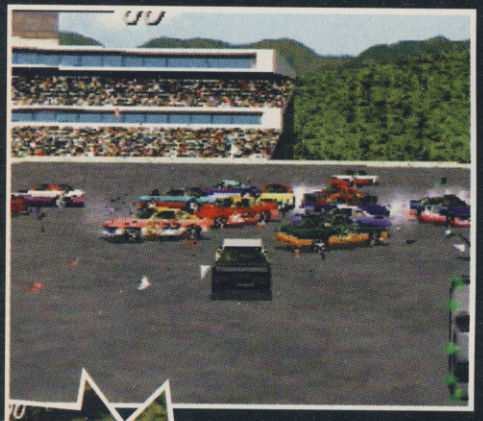
A rather peaceful moment as two cars decide to run away for the quiet life.



Hey, there's also hidden tracks as well.

STEERS AND CHEERS

Anyone who's ever watched The Sweeney or even The Bill, will know that there are two ways to turn a steering wheel. The first is hands at ten-to-two style taught to people by driving instructors. The second is a frenzied twisting assault which involves crossing your arms over whilst shouting "Oi Tosh, run that slaaaag orf the road!". And that's how you drive here thanks to the excellent handbrake button.

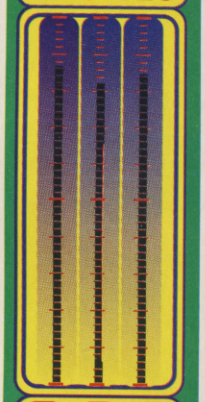


Kill. Destroy. Eat cabbage. It's doom-time.

Look, skidmarks. Huh, huh, huh.

CVG HIT!

SCORES



GRAPHICS 96
Amazing sprites, with each molecule of damage tracked.

ANIMATION 87
The wheels spin convincingly, but cars don't jerk about.

MUSIC 94
Techno techno techno techno! C'mooon, techno techno.

SOUND EFFECTS 92
Realistic engines and crashes, plus plenty o'speech.

GAMEPLAY 94
The controls are instinctive and rewarding.

VALUE 96
Absolutely tonnes of options and a great deal of challenge.

OVERALL
Maybe not a Wipeout-beater (choke), but definitely a classic game and one which all race fans should buy.

94

Just when you thought that all was quiet in the Sega garden (they hadn't seen that hedgehog for a while) when out crawls a bug that's determind not to be stamped on.

CVG HIT!

BUG

If he was the only bug in the world and I was the only foot, I'd probably tread on 'im, by mistake of course.

SATURN
PLATFORM
SEGA
£49.99
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

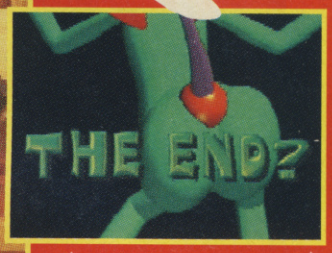
For me it's nylon sheets and scratching your toe nails on them, for Mark it's people leaving dirty washing up water in the sink and for Rad it's when we borrow his CDs and put the wrong CD back in to the wrong box (though that one bugs me as well). So that's what bugs us, but what's bugging Sega at the moment, apart from fledgling gamers Sony, is in fact Bug. Yes they've gone Bug! mad down at Sega HQ, as they're hoping that this critter is going to be one popular little platform hero. Or heroine. Or green invertebrate.

What we have in Bug is, like Jumping Flash, a new perspective on the platform genre as instead of running along the screen as you would with the Sonics and plumbers of this world, you actually run into the screen. There's a massive 3D environment which means you can see in the distance (so to speak) the rest of the level (well, not all of it as each level's quite huge) and there's lots of other clever little graphical touches that Bug! springs on you which makes you think, that's very Saturn. For example when Bug runs up a vertical bit of the platform your view of him change accordingly so that you basically see an aerial view of him.

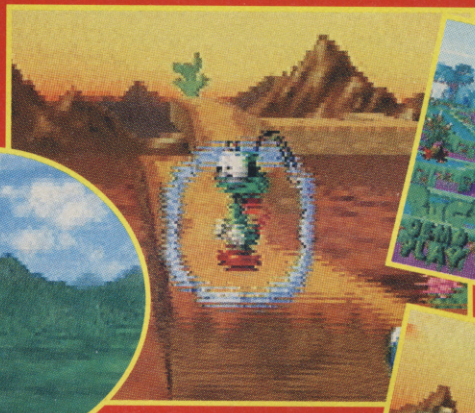
Bug! is stuffed full of everything that you would expect from a platformer: power-ups, lots of enemies: giant grasshoppers, little spiders, mad bees and some tricky muthas at the end of each level which will keep even the most dextrous of gamer scratching his head.

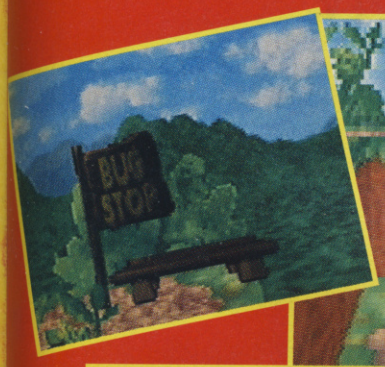
I WANT TO BE IN AMERICA

Because if I was in that place of truth, justice and the American way (ie shooting and murdering one another lots) I would be able to have a wee chat with the team behind Bug! You could probably guess that it wasn't programmed in Japan, in that it's not full of pastel colours and surreal characters. Sega of America actually set up a special in-house team to develop Saturn products: the Away Team, and will also be bringing you the likes of Congo, Ghen War and Blackfire.



Yes, the Americans have humour as this is Bug's end! Geddit?



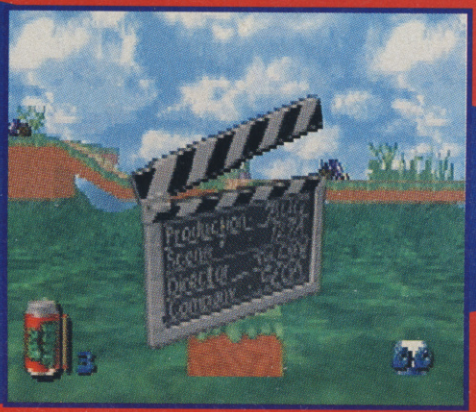


There's a generous number of continues to save all that going back to the beginning.

Jumping on the mushrooms in the style of Sonic will help you up to a higher level.

TELL US A STORY THEN

Well it's Friday afternoon, it's deadline, all our computers are crashing in the heat and we could all lose the plot, but luckily I've found it, it was hiding under Rad's chair. It concerns queen of the bugs, who is a big, black widow spider called Queen Cadavra who's not too far away from Robotnik on the not-very-nice scale. And what's she gone and done? Run off with all his insectie mates and is probably going to eat their tiny bug brains.



VERDICT

SATURN

Sega US have come up with a formidable platformer in that, unlike Rayman, it makes proper use of the Next Gen machine's graphical capabilities and uses a proper 3D environment. There is also a huge game in here with a plethora of power ups, well drawn characters and lush backgrounds, numerous game routes and some ingenious bonus rounds. My only reservation is that the game doesn't have an immediate hook, you really have to sit down and play it for some time before you become enthralled and begin to really enjoy it.

GARY LORD

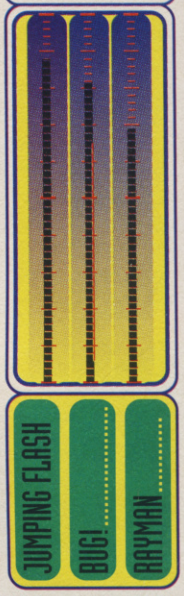
SECOND OPINION

SATURN

Although Bug! didn't have the same impact on me as Sonic when we first got our hands on a Mega Drive, it's still a bloody impressive game. The graphics are a little too basic in places, but compenstated for by the magnificent bosses. Obviously it's the 3D aspect of the gameplay which makes Bug! so different from everything else. It's uncomplicated, absorbing, challenging and unique. Four things that you rarely see in games these days.

MARK PATTERSON

SCORES



GRAPHICS 92
Superb rendered characters and imaginative worlds.

ANIMATION 91
He moves along as smooth as a baby's butt.

MUSIC 85
A decent enough theme tune.

SOUND EFFECTS 88
Bug sounds just right and there are some great samples.

GAMEPLAY 90
This game is huuuge and taxing too.

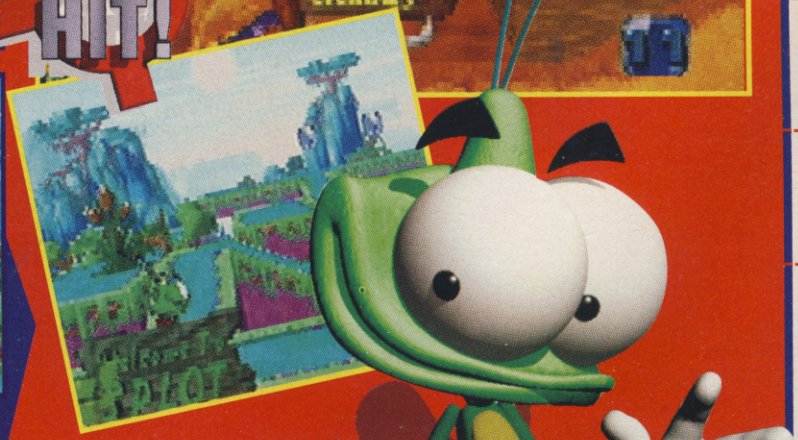
VALUE 90
If you've got Daytona and Fighter, get Bug! next.

OVERALL
Surprisingly playable, but not quite Sonic, if you get what we mean. Still, we get the feeling we won't have to wait mcuh longer to see him on Saturn.

90

You know when you're on holiday and there's always that buzzing insect noise. Well that's cicadas that is.

CVG HIT!



You'd think with mince pies like 'is that he'd be able to spot any trouble up ahead and take evasive action.

HE KNOWS HOW TO MOVE...

Well you would hope so because Bug himself has 300 plus frames of animation, in fact he makes Earthworm Jim look possibly static. And he's almost as cool as Cool Spot as he has some excellent phrases which he bellows out when he demolishes one of his opponents or is in desperate need of some bug juice (replenishes his energy.

SEGA SATURN ● SONY PLAYSTATION ● PC ● NEO GEO CD ● ARCADE ● 3DO
MAXIMUM
THE VIDEO GAME MAGAZINE ISSUE 1 £3.50
THE FIRST ISSUE
ON SALE NOW!
TEKKEN 2 ● SEGA RALLY ● KING OF FIGHTERS '95 ● STREET FIGHTER ALPHA

BALLZ
THE DIRECTOR'S CUT

THESE BALLS WERE MADE FOR ROLLING

If you're into ball games then pick one of these little spherical numbers and you'll be able to hit, thump or kick it.

BOOMER

BRUISER

CRUSHER

DIVINE

KRONK

TSUNAMI

TURBO

YOKO

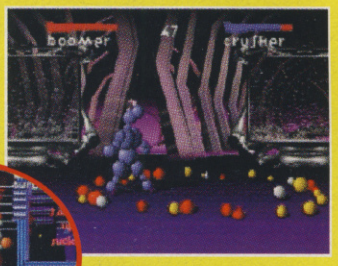
ZOMBIE

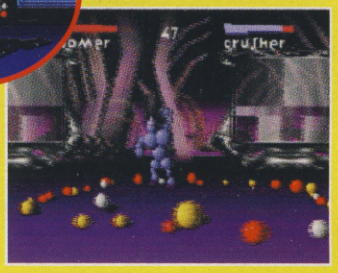
- 3DO
- BEAT-'EM-UP
- PF MAGIC
- £39.99
- OUT SEPTEMBER
- TWO PLAYER
- NO OTHER VERSIONS PLANNED
- SNES AND MEGA DRIVE VERSIONS AVAILABLE

In Ballz: The Director's Cut, all the characters are made up of, well, balls. Obviously this could be the foundation for a thriving comedy industry ('My balls are greener than yours', 'Yeah, but mine have pink spots', and so on), but being civilised they prefer to have friendly games of hand-to-hand combat.

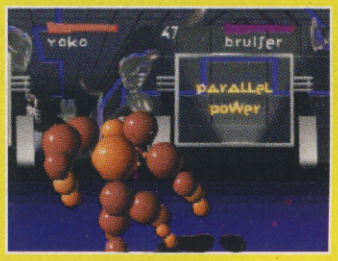
There are nine standard characters, ranging from Divine, a psycho ballerina with a line in eye-wateringly high kicks, to Zombie, a body-part chucking ghoul. In one-player mode, you also get eight bosses to fight through - pulverise the lot to get to numero uno fighter The Jester. No doubt SNES and Mega Drive owners will remember the 16-bit versions of this game, and it does seem to have taken its time to make it on to the 3DO. What makes Ballz spesh though, is that it's the first 3DO beat-'em-up to be set in a Virtua Fighter-style 3D arena. As usual you have about 99 seconds to perform all the usual punches, kicks, grapples and jumps on your moves.

As you can see, the Ballz contestants are an athletic bunch.





I'll bust your balls.... Boomer is unglued, permanently.

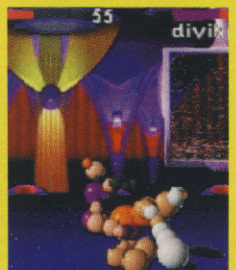


VERDICT

3DO

The characters in Ballz do look great, the 3D is good to see on the 3DO and the sound bangs, thumps and cackles in all the right places, but the game seems a bit old now. There's not much sense of strategy either: much of the time the best course is to hammer the joypad and hope, with no incentive to master specials. Not only this but the characters don't feel dramatically different from each other, further limiting long-term appeal. Fun but uninvolving.

ANDREW OSMOND



Boing, boing, boing, boing (ad infinitum).

SCORES

BALLZ	71
STREETFIGHTER	
PRETTY SOLDIER	

GRAPHICS 70
Competent backdrops and neat touches, but nothing revolutionary

ANIMATION 85
Excellent and unusual sprites.

MUSIC 81
An array of suitably crazy tunes.

SOUND EFFECTS 81
Plenty of different sound effects for each character.

GAMEPLAY 63
Fun in the short term, but lacking real depth.

VALUE 68
There are better 3DO games than this.

OVERALL
Looks great, sounds great but plays decidedly average. Buy only if you want an expensive conversation piece.

71

COMPUTER EXCHANGE
SONY SEGA Nintendo IBM PC 3DO NEC ATARI SNK
(0171) 636 2666
Check out our funky new Website: http://www.cex.co.uk/cex/
HERE'S TOBY
TOBY AND HIS LITTLE BROTHER ARE PLAYING ON THEIR NEW NEXT-GENERATION CONSOLE...
YES! I AM KING!
Virtua THUG
YET ANOTHER KILLER COMBO! CONSIDER YOUR ARSE WELL AND TRULY WHUPPED!
Player One WINS!
S'NOT FAIR. YOU KNOW ALL THE MOVES
WELL DON'T MOAN AT ME! YOU SHOULD LEARN 'EM! YOU NEED A LITTLE FINNESSE, INNIT?
IT'S NOT ABOUT HITTING ALL THE BUTTONS. IT'S ABOUT, LIKE, TACTICS AND THAT. YOU HAVE TO DEVELOP YOUR OWN GRACEFUL, BALLETIC STYLE. JUST LIKE ME.
WOOO! AND HE MASHES HIM AGAIN!
OKAY YOU TWO. I'M NOT HAVING YOU SITTING AROUND INSIDE ON A LOVELY DAY LIKE THIS. TURN THAT THING OFF NOW AND GO PLAY IN THE GARDEN!
OH ZEIG HEIL!
CUH! "PLAYING IN THE GARDEN" SUCKS!
STILL, WE CAN PLAY SOME FOOTIE I S'POSE...
SO...
WHY DO I HAVE TO BE IN GOAL?
SHUT UP AND STAND STILL
YES! WHAT A GOOAAALL!!
Boot!
OOOOPS
LATER..
WELL, WHILE I'M TRYING TO SORT OUT THIS MESS, I MAY AS WELL TELL YOU ABOUT THE COMPUTER EXCHANGE!
Y'SEE, THEY BUY, SELL AND EXCHANGE ALL KINDS OF VIDEOGAME TITLES AND SYSTEMS AT AMAZING, BARGAIN RATES!
HOW TO CEX
THEY STOCK IT ALL- FROM THE LATEST RELEASES, TO ULTRA-CHEAP 2ND HAND STUFF!
CALL 'EM NOW! NOW! NOW!
CHARLIE BROOKER
THERE! GOOD AS NEW! MUM NEED NEVER KNOW!
BUT I HAVE TO HOLD IT IN PLACE WITH MY HANDS
CUH! WHINGE, WHINGE, WHINGE, THAT'S YOU!
COMPUTER EXCHANGE
We're the bloody best.
VISIT OUR GAMING BRANCHES:
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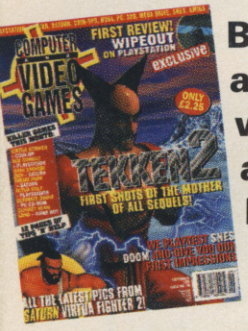
SURVEY

You know, we love you guys and gals out there. In a purely matey kind of why that is. I mean, we like you a lot, really we do. But if you turned up here asking for a tongue sarnie with Rad we'd probably make you go away very quickly. And hurt you. But that's only because we care, which is way we want to know all about you. Who you are, what you do, what machines you own, what you think of us and whether or not you bite your toenails or clip like a normal member of the human race.



By this point you're probably wondering what's in it for you. Well the answer's a Saturn or a PlayStation, depending on which one you want. So when you've filled in all the bits, write your name and address on a separate bit of paper along with which machine you'd like if we draw your name and send it to:

We Know Where You Live, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

1. Hey, are you a:

Guy ❑

Gal ❑

2. How old are you?

_____

3. What do you do:

At school ❑

At college ❑

At university ❑

In a part-time job ❑

In a full-time job ❑

4. Which machines do you own or have access to?

	Own	Have access to
PlayStation	❑	❑
Saturn	❑	❑
PC	❑	❑
PC CD-ROM	❑	❑
3DO	❑	❑
Jaguar	❑	❑
Amiga	❑	❑
CD-i	❑	❑
32X	❑	❑
Mega Drive	❑	❑
SNES	❑	❑
Game Boy	❑	❑
Game Gear	❑	❑
Virtual Boy	❑	❑
Neo Geo	❑	❑
Neo Geo CD	❑	❑
Apple Macintosh	❑	❑

5. Which machine do you intend to buy next?

PlayStation ❑

Saturn ❑

PC ❑

PC CD-ROM ❑

3DO ❑

Jaguar ❑

Amiga ❑

CD-i ❑

32X ❑

Mega Drive ❑

SNES ❑

Game Boy ❑

Game Gear ❑

Virtual Boy ❑

Neo Geo ❑

Neo Geo CD ❑

Apple Macintosh ❑

6. How much do you spend on games each month?

- £0-9 ☐
- £10-20 ☐
- £21-30 ☐
- £31-40 ☐
- £41-50 ☐
- £51-60 ☐
- More than £61 ☐

7. What do you think is a fair price for a next-gen console?

- £0-150 ☐
- £151-300 ☐
- £301-500 ☐
- £501+ ☐

8. How many people read your copy of CVG?

- 1 ☐
- 2 ☐
- 3 ☐
- 4 ☐
- 5 or more ☐

9. Which next-gen console do you think will be number one?

- Saturn ☐
- PlayStation ☐
- Jaguar ☐
- 3DO ☐
- Nintendo Ultra 64 ☐

10. Do you think CVG should:

- Cover more games but give them less space ☐
- Cover less games but give them more space ☐
- Keep things the same ☐

11. If you could change one thing about CVG, what would it be?

_____

_____

12. Do you think CVG is:

- Too old ☐
- Too serious ☐
- Just frivolous ☐

13. Which other games magazines do you buy?

- Edge ☐
- Ultimate Future Games ☐
- GamesMaster ☐
- Gamepro ☐
- X-Gen ☐
- Sega Magazine ☐
- Mean Machines ☐
- NMS ☐
- PC Review ☐
- SuperPlay ☐
- Sega Power ☐
- PC Format ☐
- PC Gamer ☐
- PC Attack ☐
- Other: _____

14. How often do you buy CVG?

- Every month ☐
- 6-9 times a year ☐
- Infrequently ☐
- Only when there's something that interests you on the cover ☐

15. How would you rate CVG covers out of 10? _____

16. Rate the following CVG sections out of 10

- News ◯
- Next-Gen Previews ◯
- Next-Gen Reviews ◯
- VideoDrome ◯
- 16-bit Previews ◯
- 16-bit Reviews ◯
- In The Bag ◯
- Help ◯
- Tips ◯
- Challenge ◯
- Charts ◯

17. Do you think CVG should stop covering 16-bit and handhelds?

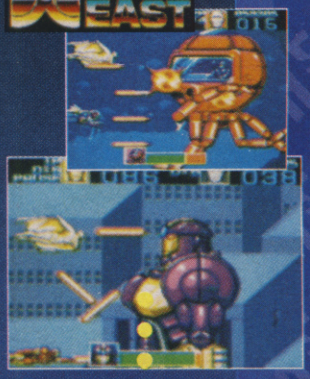
- Yes ☐
- No ☐

18. What makes you decide to buy a particular game?

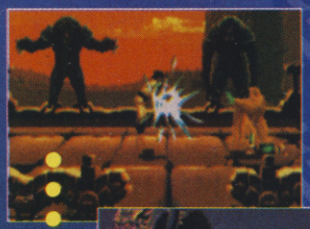
- Preview ☐
- Review ☐
- Magazine advertising ☐
- TV or cinema advertising ☐
- Coin-op original ☐
- Friends' advice ☐

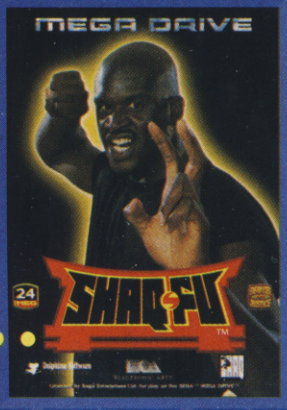
THE ONE YOU CAN'T AFFORD TO MISS!

DATA EAST

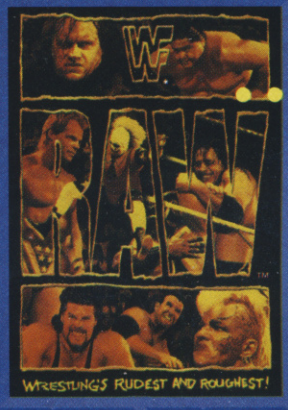


HELP! 2





LIMITED EDITION CHARITY COMPILATION



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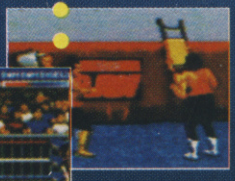
MEGA DRIVE



All of the games in this strictly limited edition multi-pack have been donated free of charge by Acclaim Entertainment, Data East, Electronic Arts and Virgin Interactive Entertainment. All profits from the sale of this pack will be donated to a number of leading charities including The Prince's Trust.

Acclaim®

exclusively available at

WOOLWORTHS

WIN! A PRIMAL RAGE COIN-OP WORTH OVER £3000!

Dixons

Yes, why make do with a conversion when you could own the real thing! All you have to do is pop down to Dixons, buy a copy of Time Warner Interactive's home version of Primal Rage and the nice shop assistant will give you a scratch card.

Rub off the silver panel and if the number underneath is 23,642 you'll have been shortlisted to go through to the prize draw where you could win the coin-op!

To enter the prize draw simply complete the competition form and send it with your scratch card to: Primal Rage Competition, Marketing Department, EMAP Images, 30-32 Farringdon Lane, London, EC1R 3AU.

All forms received will be entered into a prize draw. The winner of the Primal Rage coin-op will be drawn at random. Runners-up will receive a Time Warner Interactive goody bag.

Winners will be notified by post by 30th November 1995.

TIME WARNER INTERACTIVE

PRIMAL RAGE

Employees of EMAP Images, Dixons Stores Group and Retail Ltd, and Time Warner Interactive, their families and associates, are not eligible to enter this competition.
No cash equivalent to the prize is available.
No entries received after the closing date (30th November 1995) will be accepted.
No correspondence will be entered into by employees of EMAP Images, Dixons Stores Group and Retail Ltd or Time Warner Interactive in all matters relating to the competition.
Due to the nature of the prize, parental consent is required if entrants are under 16.
UK applications only.
By entering you agree to take part in any post-event publicity.

No purchase necessary. Simply write to Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU and a card will be scratched on your behalf. Phone for details 0171 972 6700 extension 2485.

YES, MY SCRATCH CARD NUMBER IS 23,642

Name: _____

Address: _____

_____ Postcode: _____

Sign by parent if applicable:

_____

In British football we sing silly songs at the opposition. But the Japs just make daft ninja noises.

WINNING ELEVEN

The world of football games takes another twist as the first of the PlayStation's efforts is released. Konami's soccer sensation uses some highly stylised, but odd-looking shapes to create its players.

So odd that last night I had a dream-like vision... The team stumble at half-time, 5-0 down and there's about to be a rollocking when I realise that none of the squad possess any eyes. It's then, glancing down the tunnel, I see 11 little polygon white sticks propped up against the wall.

Panicking, I turn to look at what was thought to be a championship winning side, to find all 11 angular players fumbling around the changing rooms grasping for slices of polygon orange with badly deformed triangle hands.

Then there's a trickling sound beside me. This trickle is then accompanied by a friendly bark and the warm appreciation of a polygon Labrador waiting for its master to recover for the second half while urinating little golden triangles all down my own polygoned manager's leather trenchcoat. Oh no, we're all polygons in a kind of Bertie Bassett polygon world! Then as it suddenly goes dark the realisation spreads that I haven't got any eyes either.

And all this because of Konami's Winning Eleven and 32-bit gaming.L

PLAYSTATION

FOOTY SIM

KONAMI

£IMPORT

OUT NOW

1-2 PLAYERS

UK VERSION PLANNED

NO OTHER VERSIONS AVAILABLE

Some of the player's movements (like the bloke running) don't look realistic.

When the goalie kicks the ball he sounds like a Virtua Fighter.

STORM WARNING!

No this has nothing to do with Dogger or German Bite, we just thought we'd tell you what Konami are doing for the UK version which they're calling Goal Storm:

1) A pitch scanner.
2) Fully controllable action-replay.
3) 36 European sides with accurate kits.
4) Commentary in a language you'll know.
5) £30 cheaper.

MATCH OF THE DAY

Every time there's a New Generation of machines you can expect a whole rook of footy games. We thought we'd give you a little insight into what you can expect on the PSX before too long.

ELITE ON-SIDE

This number boasts multiple camera views, various pitches and different weather conditions, *and* it's going to have a management mode bolstering the arcade action.

GREMLIN INTERACTIVE ACTUA SOCCER

Gremlin's foray boasts plenty of pitches, weather conditions and views. It also uses motion capturing to make the players look realistic.

NAMCO J-LEAGUE PRIME GOAL

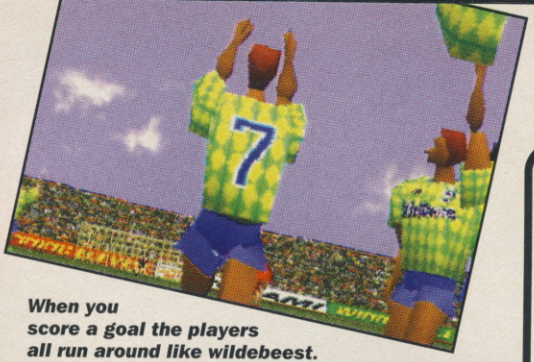
Namco's arcade footy title looks unusually lame for the standards Namco normally insist upon. However, the version we saw was way off completion.

PSYGNOSIS POWERSPORTS

Not too much is known about the Psyggie's footy title apart from that it looks really nice and should be up to the same standard as their recent releases.

THE REFEREE'S A POLYGON!

Hey, in Winning Eleven you can't afford to foot-up with the ref. No sooner do you Tony Adams some poor bloke and the ref's over brandishing different flavours of cardboard at you. And don't think you'll be able to get around him by looking sheepish.



When you score a goal the players all run around like wildebeest.

VERDICT

PLAYSTATION

Winning Eleven was a surprise result in many ways. We thought W11 was going to be pretty average and a little uninspiring, but it's quite the contrary. Okay, so it has its little flaws like a few dodgy ways to score, but on the whole it's competent. The graphics are effective, especially when the camera zooms in, there's plenty of animation to keep things fresh, it plays very well and you can score some pretty spectacular and diverse goals. My advice though is to wait a couple of months for the official UK version with all its extra little enhancements.

SIMON CLAYS

SECOND OPINION

PLAYSTATION

The beauty of Winning Eleven is its playability: getting the hang of the controls is easy and the whole game moves so smoothly. The game's main drawback is that it's on import and you have unfamiliar Jap teams and commentary. Put that factor aside and you'll thoroughly enjoy this excellent footy game. The players move realistically, there's plenty of moves (overhead kicks, sliding tackles, crosses, headers) awaiting to be discovered and it's nailchewing stuff when it's nil-nil after extra time and it's penalty shoot out time.

GARY LORD

SCORES

WINNING ELEVEN | FIFA [3DO]... | VICTORY GOAL.....

GRAPHICS 90
Snazzy stylised polygon fellahs with detailed kits.

ANIMATION 80
A little strange considering the players are motion-captured.

MUSIC 76
Decent overall, apart from the supermarket background music.

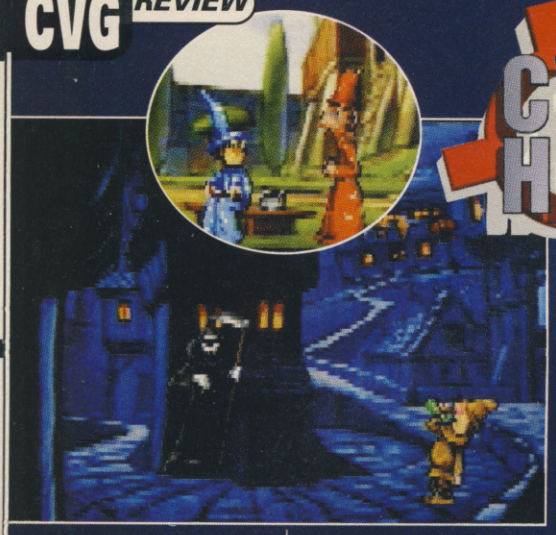
SOUND EFFECTS 82
Sounds like a cross between a kung-fu movie and football.

GAMEPLAY 85
Immense fun, despite the odd bug or two.

VALUE 70
Save yourself £30 and wait for Goal Storm to come out.

OVERALL
Considering that WE was developed for the Jap market it's very good. It looks good and feels good but wait for the UK version.

85



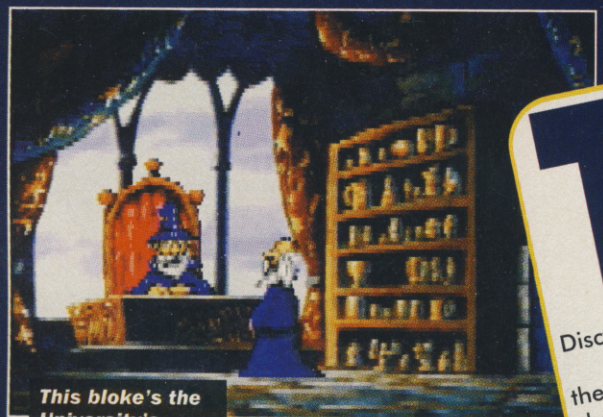
CVG HIT!

Five months on and Discworld has proved itself to be one of the most popular PC games this year. But will console owners be as smitten?

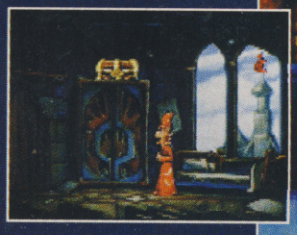
DISCWORLD

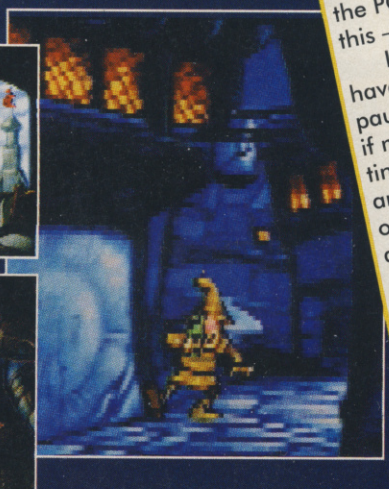
PLAYSTATION
ADVENTURE
PSYGNOSIS
£TBA
OUT OCTOBER
ONE PLAYER
NO OTHER VERSIONS PLANNED
PC CD-ROM VERSION AVAILABLE

PlayStation



This bloke's the University's Arch-Chancellor.





Discworld's graphics are all drawn in a stonking 256 colours.

There hasn't been a series of books like the Discworld novels since Douglas Adams decided to wipe out the Earth in the Hitchhiker's Guide To The Galaxy. Although it's grossly unfair to compare the two series, simply because Terry Pratchett's Discworld books are just so much funnier.

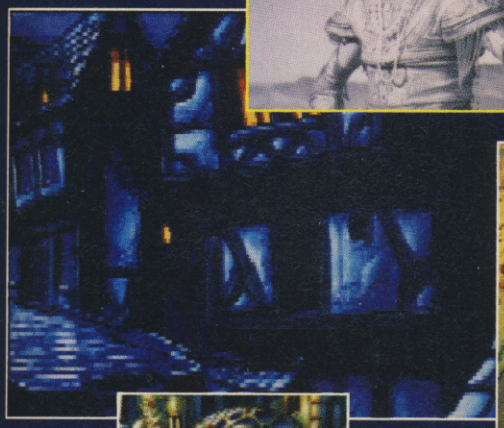
Like Hitchhiker's, the Discworld books plagued the best sellers' list until a nice man with a big cheque turned up to nab the licence. This resulted in the PC CD-ROM version earlier in the year and now this – the PlayStation's first English adventure.

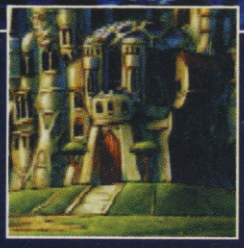
In an all-expenses spared conversion, Psygnosis have ported the PC original direct to PlayStation, pausing only briefly to re-master the sound. In fact, if memory serves (and it often doesn't 'cos I'm getting old), this is probably only the second true point and click adventure to appear on console – with the other being Monkey Island on the Mega-CD. But we don't talk about things like that now.

In the meantime, trust us when we say if you're one of the legions of raving Discites or Discettes out there, you'll love this game. The voice characterisation takes a little getting used to, as does some of the character graphics. But there are plenty of familiar locations and situations, even if the plot is drawn from several of the books.

THESPIAN RIGHTS!

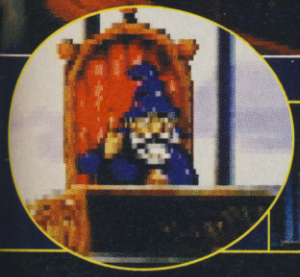
Like the PC version, the graphics in the PlayStation conversion aren't anything we haven't seen before, and have been completely surpassed by games such as Full Throttle from LucasArts. What is does have though, is an all-star cast of Brit actors (makes a change). Lining up in front of the microphone are such names as John Pertwee, Eric Idle and Tony Robinson. Not exactly at the level as Anthony Hopkins and Brian Cox, but they get the point across well – even if Tony Robinson sounds like Baldrick most of the time.

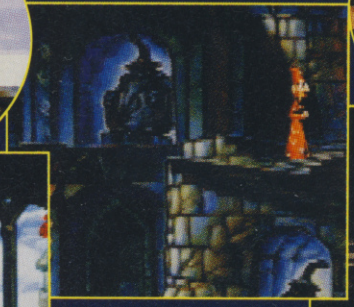




A building. In a game. Yesterday

The game's plot is cobbled together from various books.





GUARDS! GUARDS!

Much of the game's dialogue, settings and characters are ripped straight out of the first six Discworld novels. Fans will probably recognise them, everyone else had better be prepared for a surprise.

VERDICT

PLAYSTATION

As with the PC version, my only criticism of Discworld is that you spend a bit too much time listening to dialogue rather than actually playing the game. But it is a good game and that's what counts. The humour from the books translates well, although a lot of the descriptive comedy can't be translated into a game. The graphics artists have had a bloody good crack though, making full use of the licence and turning what could have been an average adventure into something a bit special.

MARK PATTERSON

It's Rad. It iiisss. Really. Look at the arms.

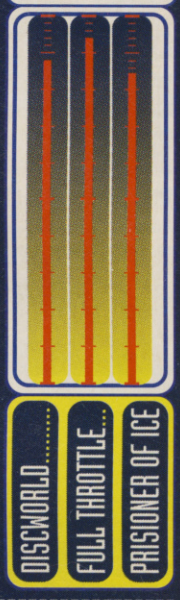
OTHER VERSIONS

PC CD-ROM

Not a remarkable adventure compared to some of LucasArts' offerings. But if you're a fan of the book, you'd eat your undercrackers for a copy.

REVIEWED ISSUE ... 160:94%

SCORES



GRAPHICS 88
Colourful, well animated and with a sense of humour.

ANIMATION 90
Cartoon-quality characters which reflect the books' humour.

MUSIC 82
Quiet and inobtrusive. You hardly notice it's there.

SOUND EFFECTS 93
The speech really helps set the atmosphere.

GAMEPLAY 92
It's big and it's tough. Novices might struggle.

VALUE 94
Currently this is the only PSX adventure game around.

OVERALL
A fine adventure. Perfect for ex-PC users who've converted to consoles.

93

PLAYSTATION
PUZZLE
PSYGNOSIS
ETBA
OUT SEPT
ONE PLAYER
PC VERSION PLANNED
NO OTHER VERSIONS AVAILABLE

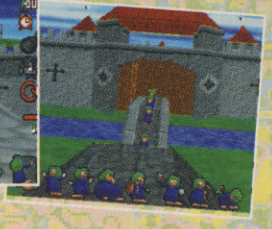
These beautiful SGI shots look absolutely lovely.

They're back! Again! And this time they're in 3D! Hooray!

LEMMINGS 3D

Check out those scary steps.

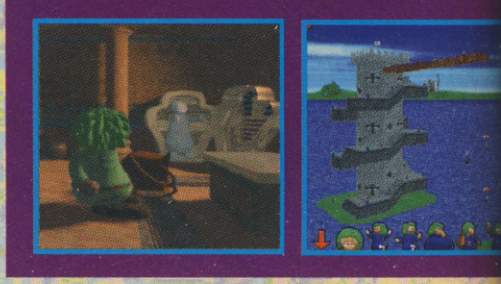
More Lemmings seeking death.



I am Lemming and I am many. That's what the Bible would have said about this game if God was writing it nowadays. Lemmings truly are the emissaries of Satan. There's loads of them, they all look exactly the same and they all follow their orders mindlessly, doing exactly the same thing unless they're told otherwise – just like Legion, the servant(s) of Lucifer, if our rusty primary school Scriptures memories serve us correctly.

So if that's true, and it probably is, this title casts you in the role of Beelzebub, the fallen angel (a bit like Darth Vader who used to be a nice chap). Your job, aside from scaring the crap out of religious folk, is to guide your little helpers down through the earthly planes to the portal of Hell usually found at the bottom of each level.

Woah – heavy trip, ecclesiasticly speaking. Is the gaming world ready for such theological responsibility? And how ideologically sound is it? I mean, if you're actually leading the retreat of the devil's forces back to their homeground, fine, but what if this is all part of some preparation for Judgment Day? Is this the sort of example we should be setting Our Kids? Oh well, it's only a game. Or is it? (Cue spooky Twilight Zone music).



3-IN-1 DIMENSIONS!

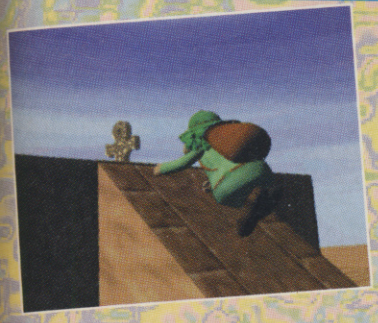
Lemmings 3D. The very title spoils the surprise, doesn't it? Well obviously you don't need us to tell you what a difference Next Generationism has made to the Lemmings format. You've got eyes haven't you? You'll already have clocked the title, seen the screenshots and come to the right conclusion. But this 3D idea has more to it than you'd think. With a single press of a button you can transform yourself into a Virtual Lemming,

seeing things from the point of view of your favourite rodent, even rotating their little Lemming head to take in the sights. This means you can check out just what hazards await your Lemming tribe in much greater detail (until you die). How great.

Woah! Virtual Lemming scenario in full effect!

Gazza shows off his haircut for the new season.

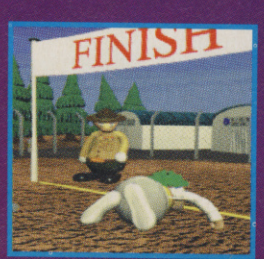
That's you that is. No, I think it is you. No no no zzz.



Aah, yes, here we see that Lemmings 3D truly captures the real ankh-st of the 20th century. Arf arf.

CAMERA-DERIE

It was hard enough playing old 2D Lemmings, scrolling around the screen all time, so imagine what it's like trying to keep tabs on all your critters wandering in and out of the screen as well as left and right and up and down. Luckily Lemmings 3D is equipped with four Virtua-stylee cameras. Each of these is positioned in a different area for maximum coverage. Switching between them is a piece of cake, and if you're using a mouse it's equally easy to swing the cameras around on their axes for full control Lemming visibility.



VERDICT

PLAYSTATION

The thing with Lemmings is you either love 'em or hate 'em. No-one ever thinks 'Ooh, I'll just have a go at a couple of levels and then go to the shops'. It's either all-out all-night Lemming-rescue or complete anathematic revulsion. That's the thing with Lemmings 3D. It's harder than normal Lemmings and it takes some time to get into, due to the new camera angles. But at the end of the day it isn't going to convert anyone. I can see why loads of people will love and buy and cherish this title, but I am going to run away.

RAD

SCORES

LEMMINGS 3D | LEMMINGS 2D | PICROSS

GRAPHICS 89
Convincing 3D and lots and lots of Lemmings.

ANIMATION 88
They move! They groove! Except groove! But never mind!

MUSIC 87
You couldn't accuse it of not having any. Unless you're deaf.

SOUND EFFECTS 83
As usual, gamuts of effects take the back burner to gameplay.

GAMEPLAY 86
Takes time to get into. When you do it's the same story.

VALUE 91
Loads of levels and a good challenge, if you like this sort of thing.

OVERALL
It's a Next Gen puzzler alright, and it's a laugh. But those without patience for the little critters should think twice.

87

ARCADE ACTION

Way before the game comes to the PlayStation in the UK, Toh Shin Den 2 should be hitting the arcades, much in the way Namco did with Tekken. So anyone too poor to afford a 32-bit console will still be able to play the game. Keep an eye on Videodrome for more info and the location of the first test machine.

TOH SHIN DEN 2

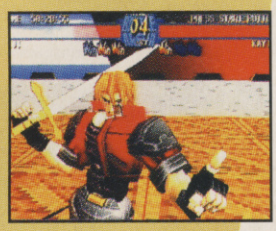
- Developed by:.....TAKARA
- Released by:.....SONY
- Out.....Dec '95 (JAP)

70% complete

Coin-op versions planned

No other versions available

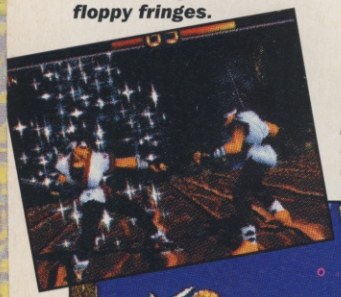
PLAYSTATION



Come September 29 you'll all be playing Toh Shin Den. Probably. While we'll be checking out its sequel 'cos we're ace and you're not.

toh shin den 2

The two fighters blundered around the arena wildly, vision obscured by their floppy fringes.



This man is a collection of polygons. Do not try this at home, kids.

HERE ARE THE exclusive first pics of the rather splendid looking Battle Arena Toh Shin Den 2. Apparently it's scheduled for release in arcades as well as on the PlayStation, although whether this is a Jap-only arrangement or not remains to be seen. The basic game mechanics look virtually unchanged. It's still a one-on-one 3D combat title with swords and spikes and whips and all manner of other martial arts-type weaponry. The old cast and crew from the first title, due for official release very soon, have returned, this time with smoother-looking texture mapping and (it would appear) more polygons to their physical make up.

There's also a couple of new additions to the cast, principal among these being a giant face-painted barbaric warrior-looking sort with weird Elric-y armour and a massive sword the likes of which you will never have seen before in your life. The basic assumption here is that he'll be the end boss, but as it's early days production-wise that's just an educated guess.This is very new news indeed, so release dates and any real game details are sketchy at best, but hopefully the Japanese team will take a hint from the Brits and leave out the skill-spoiling single-button special moves which meant any old gimp could win a match with enough flailing switch-bashing. This is all there is to see as yet, but (furious touching of wood) we should have some firmer information (along with more lovely pictures) in next month's issue. Or the issue after.

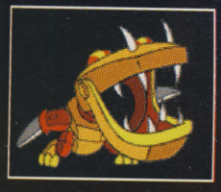
Hey, like, calm down man. Can't we just, like, talk this through? Man.

PC CD-ROM
COMBAT
7TH LEVEL
£39.95
OUT NOW
TWO PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

▲ *Pretty colours, ahh. Battle Beasts has to be one of the best-looking combat games currently available for the PC.*

Like, these are beasts, right? And they're always fighting, OK? And this into isn't funny, but that ain't my fault.

BATTLE BEAST



Shock, horror! The world is threatened by killer toads - don't laugh, these things are more deadly than Jeremy Paxman. You are a Battle Beast, a cute 'n' cuddly animal who can morph into a heroic armoured warrior (as you do). As well as taking out the toads and their revolting Toadman leader, you have to fight several Battle Beasts who've been converted to Toady's cause.

What all this boils down to is a wacky beat-'em-up as you and your assorted foes fight through war zones linked by a maze of sewers. You have a choice of six characters, each with their own strengths/weaknesses and 100-fight moves apiece. Said moves include roundhouse kicks, reverse sweeps and upgradable weaponry - look out for the hidden arsenal and bonus rooms. After six fight scenes, the winning player progresses to Toadman's lair for a crack at Warty himself.

▲ *Flee. Flee through the maze of madness. Kill the battle beasts. Get lost. Have a picnic, then wait for your mother to come and rescue you.*

VERDICT

PC CD-ROM

Battle Beasts is one of those rare games which combines the cartoony appearance of Space Ace or Dragon's Lair with genuine playability – just about. If you're going to be picky, the gameplay feels a tad sluggish at times (partly because the characters, though great to watch, move slightly jerkily). The fighting moves also take some getting used to, particularly if you're using a keyboard. That said, the game looks and sounds absolutely stunning, with oodles of sight-gags that'll have you chuckling at the screen throughout. Beat-'em-up fans should lap it up, especially in two-player mode.

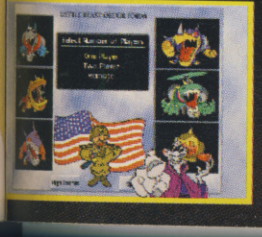
ANDREW OSMOND

HEADING

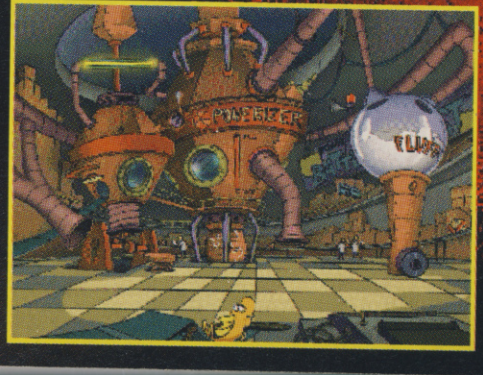
A picture's worth a thousand words, particularly when it's as good as the ones here. Battle Beast boasts over 8,000 frames of hand-drawn animation, digitally painted by the guy who drew episodes of Ren 'n' Stimpy and Beavis 'n' Butthead. There are also loads of pre-game and in-game cartoon scenes, and the combatants have their own 'victory' and 'death' dances at the end of a fight.

SCORES

GRAPHICS	91
ANIMATION	89
MUSIC	79
SOUND EFFECTS	87
GAMEPLAY	84
VALUE	81
OVERALL	82



Battle Beasts is just one step away from being a great game.▼



You lucky sods you. This month we review the first versions of Rave Racer and Alpine Racer from Japan to hit the Western world. Yes folks, these games are as fresh as the proverbial lurking dog poo that has just slipped warmly from its spasming canine owner into the camouflage of the long summer grass. Read on and careful where you stand.

VIDEO

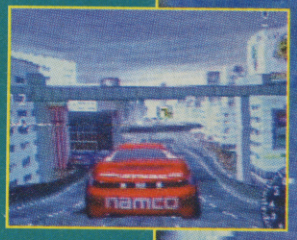
Rave Racer

Rave on!

CVG HIT!

- *Driving Slm*
- *£1 per play*
- *Namco*
- *1-2 Players (Comms link could make that eight)*

When Ridge Racer first arrived on our virgin shores it shocked the public. Its graphics completely blew Sega's Virtua Racing off the track and, in all its varying forms, it set new standards for coin-op gaming. Things have never been quite the same since with all the key players attempting to outdo each other in the games equivalent of the Sixties superpowers space-race. Not that we mind of course because us gamers have been able to gorge ourselves on a torrent of succulent gaming morsels ever since.



Namco's freshest prime-cut is the latest extension to the Ridge Racer series, Rave Racer. But what can Namco add to Ridge Racer? We hear you immediately scream above the shrill screech of psychotic children eager to pump their parents' hard-earned cash into a potential clone rip-off.

Well, before anyone thinks about smelling the dubious odour of a rat, let us reassure you that practically everything about Rave Racer is totally new. Even the original 'city' track has totally revamped graphics and a thumping new soundtrack to beef it up.

But while the enhancements, like a faster update and absolutely no visible clipping, are impressive on the city courses, the proof of the gaming pud is in the new mountain track

Hard is an understatement. This course is riddled with tight bends, for the main part is only three lanes wide and also features a totally new aspect to Ridge Racer – the ability to drive off the edge of cliffs and drop 50 foot in a kind of Milk-Tray bloke-in-a-black-tight-knit-sweater-type-way. Except, you don't get some nice chick 'cos you gave her fancy chocolates for risking your life. No, you lose vital time for being a dill and crashing your car off a precipice.

Rave Racer is a great addition to the arcade racing experience. Not only does it look far better than any of the other Ridge series, but it plays much better and has an absolutely thumping jungle and trip-hop soundtrack. Both the link-up and the solo options are top fun and will bring out the true road-rage experience in you from the comfort of a 50-inch screen. Roll on a PlayStation version and the arcade eight player link-up.

SPRITES	19
ANIMATION	19
REALISM	18
PLAYABILITY V cpu	19
MULTIPLAYER	19

94

DROME

namco WONDERPARK

THE SECRET OF THE BLACK MAGIC BOX

Use the six-speed box and you've really got your work cut out for yourself. Although your car moves faster and sticks like glue to the bends using the manual box, this is only productive if your timing and line's spot on. Too early with a touch too much brake and you're horribly out of gear losing valuable time trying to find the right cog to build some inertia again, and too much power in too high a gear and you'll end up maneouvrably-challenged up the side of a rendered mountain.

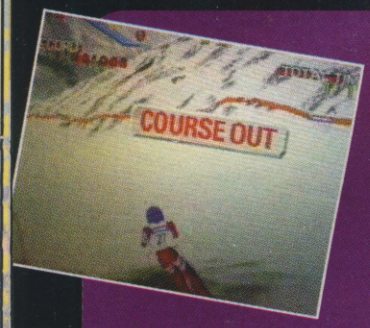
EVEN BETTER THAN THE WHEEL THING

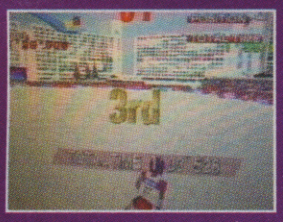
Remember in the original Ridge Racer how the front wheels stayed static when you went round a bend. Well, not anymore because Rave Racer has turny fat tyres that screech and spin as you steer.

ON THE RIGHT TRACK

Gentlemen! Start your engines. Yes, folks this is the all new 'Mountain Course' for you to peruse. Alternatively you can turn this handy map into an exciting race game of your own with the use of a simple six-sided die. Vroom.

VIDEO DROME





namco®

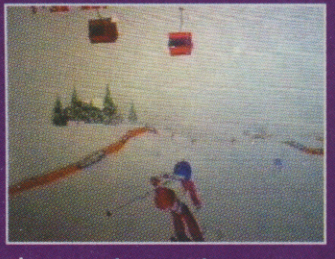
- Ski-Slm
- £1 per play
- Namco
- 1-2 Players

Alpine Racer

On the piste again?

Skiing is no longer a sport limited to divorced royals, hanger-ons with bizarre association to the fifth Marquis of Fartbury, or the stupidly rich with a dress-sense by-pass operation. Oh no, now those of us not clad in a glorified shell-suit and anti-glare nipple gloss can ski until our little hearts are thoroughly content, courtesy of Namco.

Yes indeed, it would seem that Namco can't put a long slat of wood that's been polished with some greasy stuff wrong at the moment because they've actually managed to convert the sport of rich prats successfully into a videogame.



The skiing or rolling down a hillside wearing two planks of wood, depending on how good you are, takes place over two events. Mimicking top British athlete Eddy the frozen turkey-eagle you can challenge five other downhill racers to a 'first over the line' competition, or go it alone skiing through the gates against the clock.

As with most other Namco products you can select to play at varying levels of difficulty, can race against different classes of opponent and we assume (because we didn't get that far before we died of hypothermia on a frozen slope) access some secret course or other - although it's probably not reversed like in Ridge Racer

SPRITES	18
ANIMATION	19
REALISM	18
PLAYABILITY V cpu	18
MULTIPLAYER	19

92

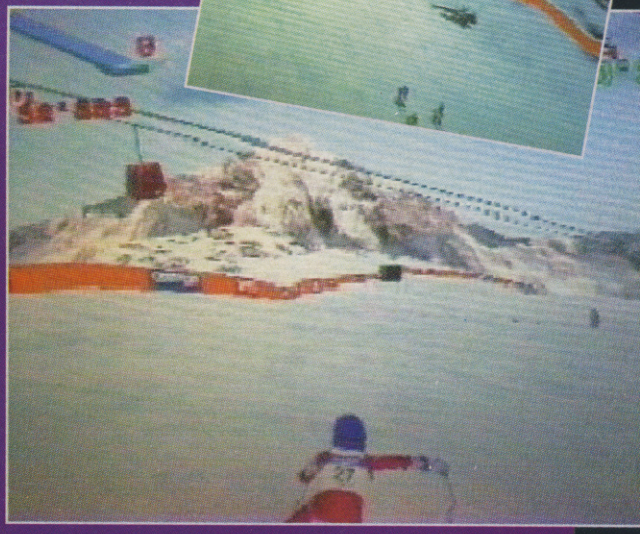
ICE DANCE

So what if you've got the balance of an extremely drunk bloke, you can impress the judges (well you can't, but you can bring your friends the gift of laughter) with your tomfoolery. While your skier doesn't actually fly A over T and get polygon icicles all over his texture-mapped snowballs, he does do a nice line in gymnastic tumbling if you hit a tree or something as equally abrupt.

LOOK MA NO HANDS!

That natty red thing you can see on the shot is your means for controlling the skis. Using the sticks to lean your weight on, the two red foot paddles swivel from side to side depending where you direct your weight. The harder you lean on to the edges of the paddles, the tighter a turn you'll pull. It sounds rather bizarre, but mimics skiing very well and feels quite natural.

The good thing about simulated skiing is that you don't get slush down yer trousies.



because that would mean skiing uphill! Play also features some rather speedy shortcuts on the tougher levels, some very heavy snowfalls and even a polygon freezing blizzard for you to contend with.

Playwise, Alpine Racer is revolutionary. Not only does it look amazing but it also utilises a completely different method of control than joystick waggling promotes. Obviously you still need great hand and eye coordination to follow the best line, but the skill is in the balance.

This game will appeal to gamers of all persuasions. But we suspect those who are pretty nifty on a skateboard will be particularly good at this and perhaps savour it a tad more.

Alpine Racer will hopefully encourage Namco to use this engine on other snowy type titles. Hopefully there's not much chance of a Torville and Dean simulator, but we might get a snowboarding title or perhaps even a bobsleigh game.

GATE-CRASHER!

Hey, if you don't fancy racing against polygon Austrian blokes then take up a touch of slalom and weave your dizzy way between flags down a frosted hillside.

VIDEO DROME

Easy Riders

Cool Riders

- Driving Sim
- £1 per play
- Sega
- 1-2 Players

All you budding

Hell's Angels out there in arcade world better get ready to don your best denims (or is that 'worst' I was never actually sure), pull on your studded leather gloves and matching 'Ace Of Spades' leather to play Sega's latest arcade extravaganza to wheelspin into the arcades.

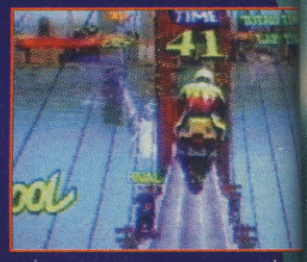
Sega's Cool Riders works on the same premise as that old classic Outrun. Set against the clock, Cool Riders competitors have to reach checkpoints and select a route. But rather than in Outrun, or more recently Nintendo's Cru'sin' USA, you don't just travel from one side of America to the other, you circumnavigate the world in a kind of Hell's Angel's, nose-picking, litter-dropping, generally-crude, Around-The-World-In-80-Days type fashion.

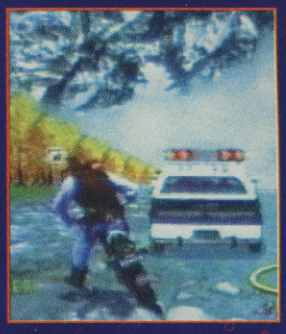
Obviously, any serious self-respecting, dandruff-shaking bike freak's gonna want the biggest hog on the street to compete on, but strangely the bikes in Sega's oil-'em-up vary widely. From Mods to Moshers there's something for everyone's taste.

As you journey around such bizarre locations as Polynesia and the Aussie Outback you're accosted by the locals. For example, while Cool Riders is principally a racing game, when you tank through Hawaii there's every chance that a Great White shark might leap up from the depths. Likewise, there's equal opportunity for your hapless rider to get a hitchhiking Koala from the Outback clinging to you.

Cool Riders features some nice digitised backdrops, a thumping range of sound samples and a pretty quick update, but that's about it. Play itself feels pretty outdated and, for a game that is supposed to generate longevity, remarkably easy.

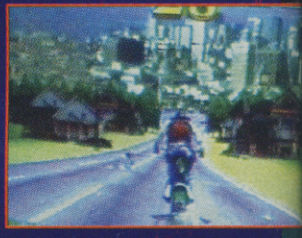
Ultimately, Cool Riders will find it tough to compete against the current crop of titles wowing gamers in the arcades. It's an average coin-op and will probably feel more comfy on the Saturn.

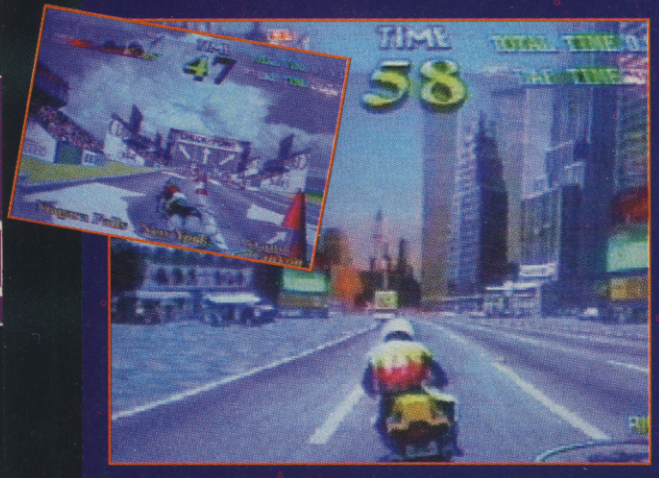




SPRITES	13
ANIMATION	14
SOUND	14
PLAYABILITY V cpu	14
MULTIPLAYER	15

70





Top insert: When you get to a checkpoint you get the three choices of destination. A bit like the Holiday Show really, now where's that silly cow who presents it? I feel the need to wheel-spin on her face.

THINGS THAT MAKE YOU GO VROOM!

What wacky bikes these computer-generated type people drive. Not only do they look bizarre, but hit the right jump on the road at the right pace, and... lift-off!

inserts... inserts... inserts... inserts... inserts... Ins

Insert £1

Park Life!

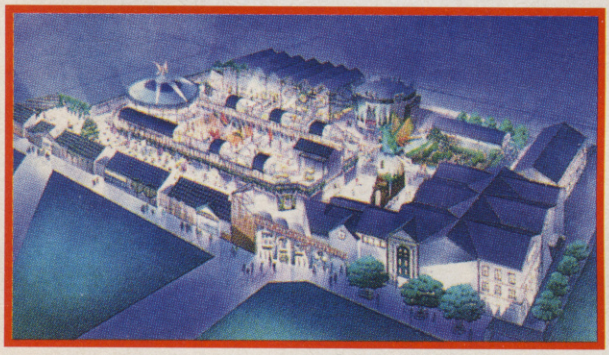
Good news for everybody

who loves playing arcade machines but doesn't want to hang around in a gloomy, smoke-infested sweat-box while big kids hassle you off the machines and nick your bus-fair home. No it's not a free big gun to blow dem punks away with, it's a whole new concept in theme parks that's set to change the face of arcade gaming in the UK.

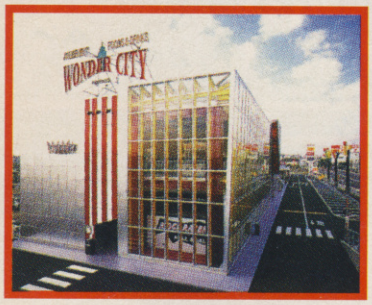
The Namco Wonderpark on Great Windmill Street in London is the second of Namco's arcade theme parks to illuminate the streets of the UK. The other casting rays of sunshine are on steely Sheffield. Obviously Namco are more than a little experienced at knocking these concept parks together, having the Wonder Eggs theme park in Tokyo and the Aladdin's Castle site in the States.

The £7 million site boasts a clockwork brass robot who welcomes visitors and a giant steam powered fish that, well, does fishy type things in a very large way. But the real stars of the show are the games themselves and to endorse the concept further all the titles are divided up into areas that reflect their particular style. For example, in the driving area an eight-player Ace Driver sits next to a full size Ridge Racer complete with Mazda MX-5 and wrap-around screen.

The other great thing about the park is that Namco's research department test all their latest projects there, so you get the opportunity to play the likes of Tekken 2, Rave Racer and Alpine Racer months before they hit the streets. And don't fret that this cool park's in London and you live too far away, because Namco have plans for similar parks in every major British city.



Inspiration for the UK's parks come from Namco's Wonder Eggs and City parks.



London's Wonder Park boasts four player Cyber Cycles (above), and an amazing eight-player Ace Driver (below).

Left: The giant steam-fish looks the part, but tastes crap with salt 'n' vinegar. Below: Namco's giant footy star.

Above: Ridge Racer Mazda MX-5 style.
Below: Do you think you'll have much trouble finding it then?

Above: The carnival area is ideal for baby's first gaming experiences.

Right: The smug satisfaction of getting to play on all these scrummy games before anyone else.

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THE OLDE WORLDE

Let us take you on a trip, back to when games didn't have any of this modern polygon stuff. The year is 1815, and famous British industrialist Robert Pershing Nintendo has invented a new steam-powered console. Across the channel Jean-Luc Sega has patented his rival the Mega-Drive. That's how old 16-bit consoles are. But if you're too tight to upgrade, there are still a few decent little hits left for your dear old 16-bitter.

78 Comix Zone
An original Sega game? Can it be true? And it's a bloody good one too.

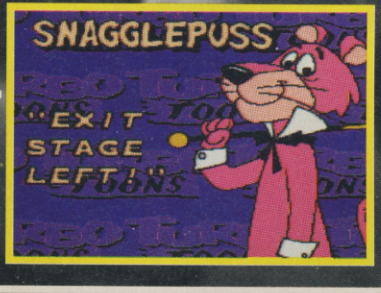
80 Batman Forever
It's from Acclaim, but it's not a platform game. Strange, but eerily true.

82 Doom
Who'd have thought it possible? A perfect Doom conversion on SNES.

84 Weaponlord
Big warriors with large weapons slug it out on the SNES.

86 Yoshi's Island
YesYesYesYesYesYesYesYesYesYes! It's the sequel to Marioworld and it's even better! You'll go completely mental over this.

90 Obelix
Fatboy in the house! Zut Alors – Asterix c'est fini!



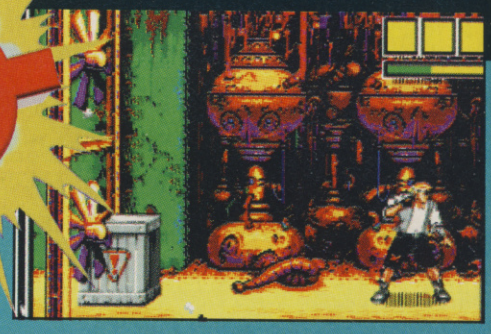
91 Turbo Toons
If you're under 18 you won't remember any of the stars of this game.

92 International Superstar Soccer Deluxe
OK, this time it really is the best football game ever!

COMIX ZONE

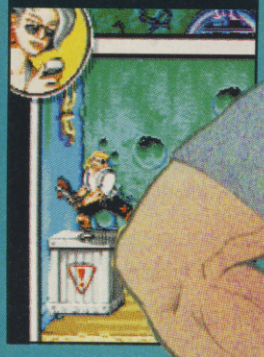
MEGA DRIVE
PLATFORM BEAT-'EM-UP
SEGA
£44.99
OUT SEPT
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

CVG HIT!

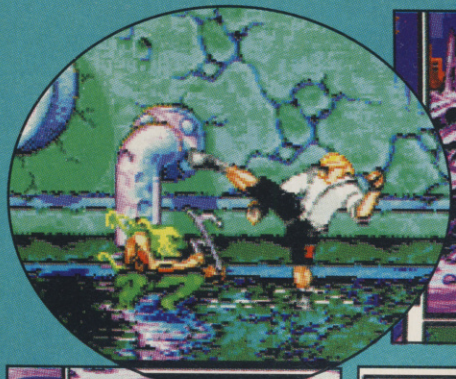


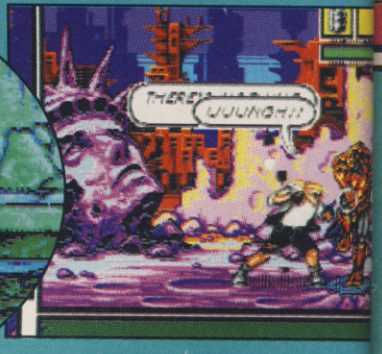
Fight, 'whamm', 'wack' and 'bamm' your way through a comic strip that Sega have created in a great platform revival for the 16-bit machine...

Plenty of posers keep you thinking.



Believe us, power-ups are all important.

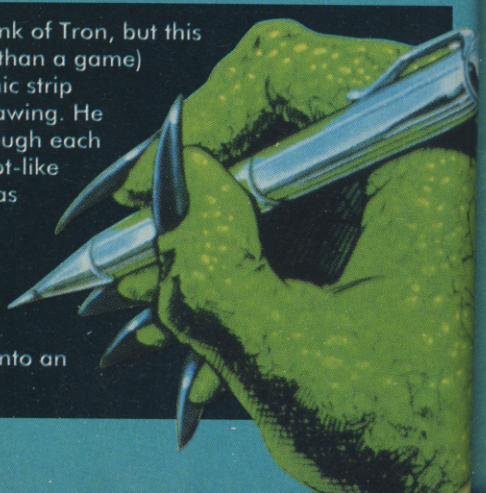




Can't you just dig those cartoon exclamations!

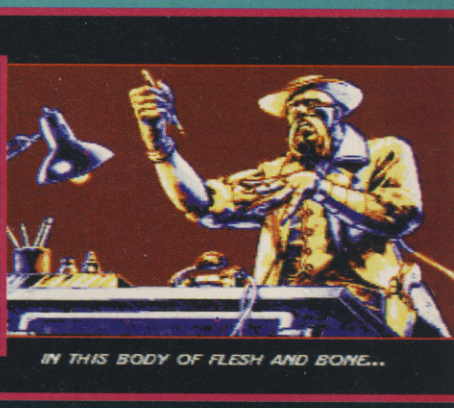
There's nothing like a novel idea to sustain interest in a games machine which has now been superseded. Nintendo manage it with the Game Boy and the likes of Picross, Donkey Kong Land and Wario. And the reason the Big Nin have been able to do it is that these games have a degree of individuality, plus they're great fun and full to the brim with gameplay.

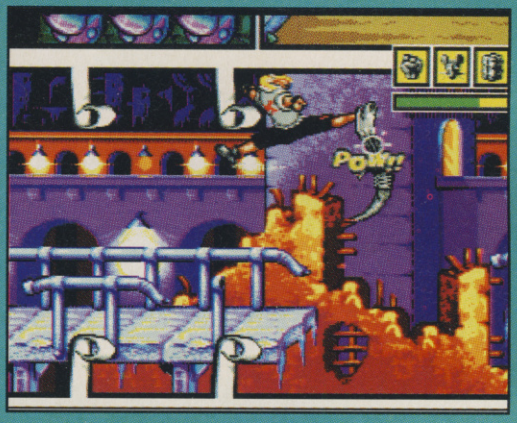
Sega now has to do like Nintendo, seeing as the Saturn has arrived and the pressure's on the Mega Drive to come up with something to excite the now lowly 16-bit market. Luckily they've found it with Comix Zone. OK, basically it's a platform beat-'em-up and is not dissimilar to the likes of Acclaim's Wolverine, but it's such a great idea... You play the comic's artist, Turner who is (think of Tron, but this time it's a comic rather than a game) pulled into the very comic strip adventure he's been drawing. He has to beat his way through each picture, fighting off robot-like guardians, hooded ninjas and scorpion-like giant ants. To aid Turner through the strip are various hidden power-ups which restore life or turn him into an all-powerful superhero.

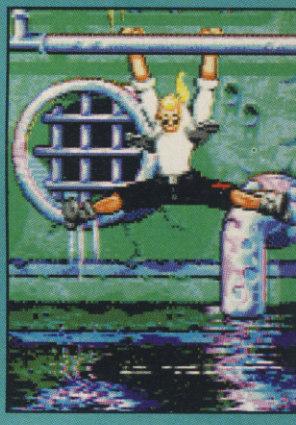


NOT JUST ANOTHER DAY AT THE OFFICE

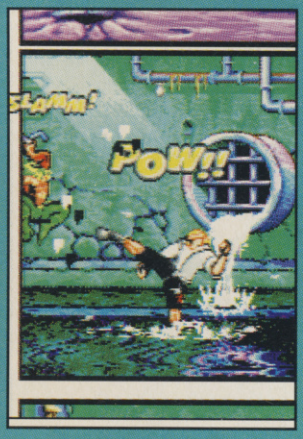
Well as with most comics (or is that comix) it's best to let the pictures do the talking...

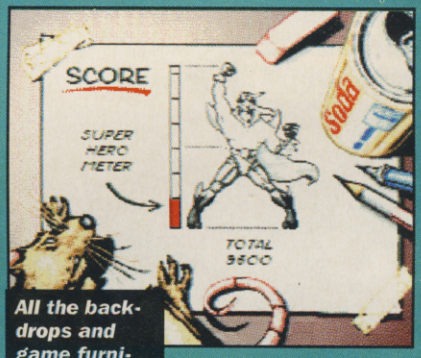




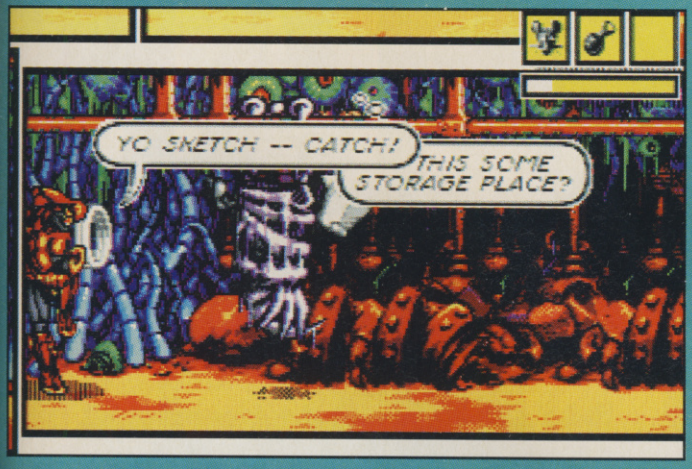


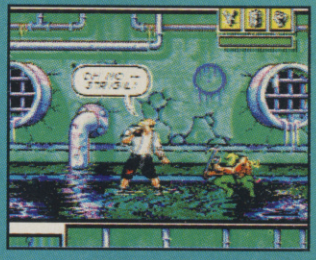
A jump and a high kick will get rid of these flying vermin, watch their scorpion-like tails though!





All the backdrops and game furniture have a distinct style.





Utilise your superhero icon and any miscreant in the area will be yesterday's news.

VERDICT

MEGA DRIVE

Comix Zone's appeal has got to be its new twist on a platform beat-'em-up. It's such a novel idea to have the hero jumping from one cartoon strip to another, and graphically Comix Zone is so well polished, and the fact that most of the graphics are meant to remain static means that this is an excellent game for a 16 bit machine. Unfortunately there's not much more to the gameplay than smashing your way through the levels, though plenty of thought is needed to get through the whole shebang. A worthy Mega Drive purchase.

GARY LORD

SECOND OPINION

MEGA DRIVE

In the words of the Emperor 'Only now at the end do you understand the true power of the dark side of the force.' Bloody right mate. Only now have Sega proved just how creative they can really be with the Mega Drive with this superb cart. Comix Zone oozes style, looks fantastic and plays brilliantly. The SNES may have the big-name games (such as Doom and Killer Instinct) heading its way, but it doesn't have this and that's something Mega Drive owners can feel right chuffed about.

MARK PATTERSON

SCORES

GRAPHICS	85
ANIMATION	80
MUSIC	80
SOUND EFFECTS	85
GAMEPLAY	88
VALUE	89
OVERALL	92

SNES/MD

PLATFORM/BEAT-'EM-UP

ACCLAIM

£TBA

OUT OCTOBER

1-2 PLAYERS

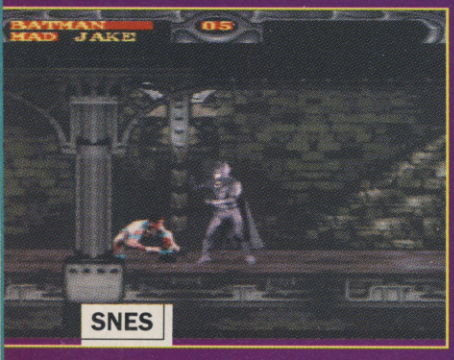
NO OTHER VERSION PLANNED

NO OTHER VERSIONS AVAILABLE

SNES

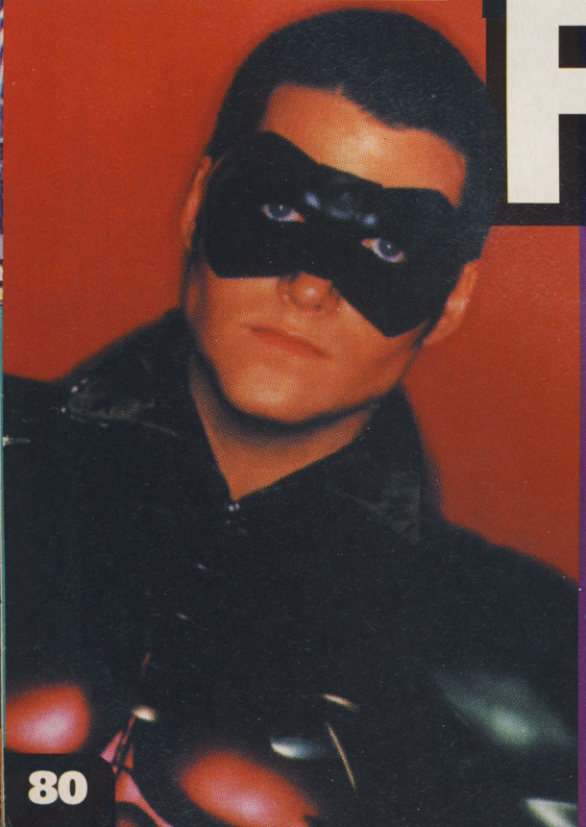
This week – Batman and the Case of the Invisible Floating Dentists Chair. The fiends!

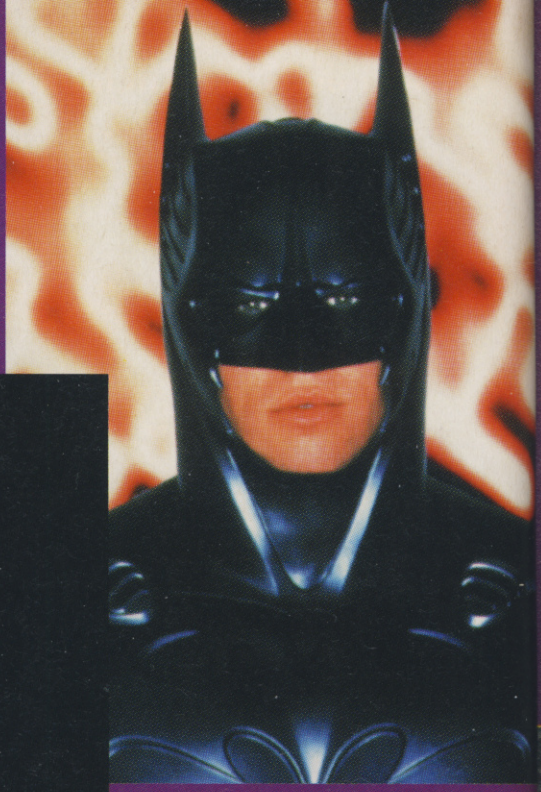
MEGA DRIVE



SNES

MEGA DRIVE



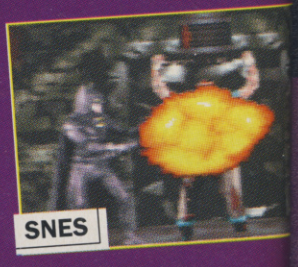


The film's ace, the toys are alright, so how's the game?

BATMAN FOREVER

It's amazing how pervasive Batman Forever has become in popular culture. Shirley Bassey is famous for yodelling "Batmen are forevoooor" over 20 years before the film was even launched. And only recently has that annoying "I'm the Batman... be bop bop bodobo etc" record left the charts. But that's because everyone likes Batman. Even if he is a scary weird hero. The hero who obviously isn't all there. The saviour of mankind to whom the word 'bats' is applicable in more ways than one.

I mean, you can imagine Superman doing a talk on crime prevention at local primary schools, but if Batman tried that you'd just end up with a very wet assembly hall floor and a horde of screaming kids running for the exit. And he'd just stand there, grimacing. Before tying them all up with a Batarang and forcing them to look at pictures of criminals he's beaten up just to put them off a life of villainy. Great bloke. Never hear a word said against him.

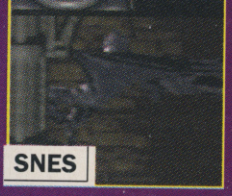


SNES

MEGA DRIVE

INSPECT YOUR GADGET

Batman has loads of gadgets because he's a rich bloke with enough money to have them made. But how come the workshop who make them haven't cottoned on to Bruce Wayne's alter-ego yet? "Hey blimey Ern, here's yet another consignment of Exploding Gas Batarangs to deliver to Wayne Manor. Think he's going to another fancy dress party as Batman again?". Anyway, all the gadgets you could wish for are here. The Batarang swingy rope thing comes as standard, plus two more optional weapons for each level. As the game progresses various gadgets come into their own somewhat more than others. And it's up to you to work out which.



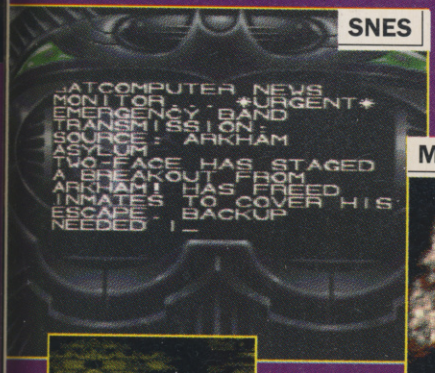
SNES

Batman's ace floaty cape thing move strikes fear into men!

MEGA DRIVE

Robin's strange Lycra body and tights strikes fear into men!

SNES



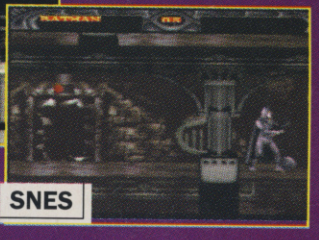
SNES

MEGA DRIVE

Robin goes for the old "your shoelace is undone" trick.

MEGA DRIVE

MEGA DRIVE



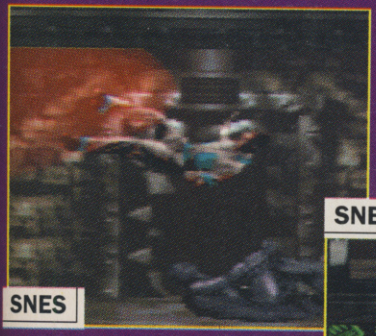
SNES

ARE YE STARIN' AT MY RUBBER SUIT?

Batman is pretty hard. And Batman Forever illustrates exactly why. Both Batman and Robin (yes, he's in the game too) have a massive array of combat moves. They can both punch and kick, produce backfists, whirly back kicks, throws, knee-butts, crouching attacks and all sorts. Plus they can dodge attacks by turning their backs and hiding behind their girly capes at the touch of a button.

MEGA DRIVE

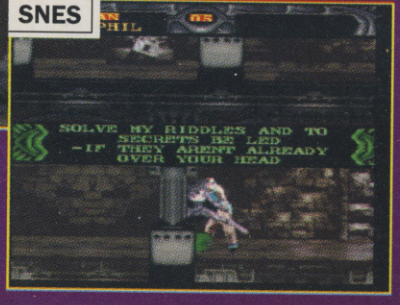
Two mad people play catch – with Robin as the ball! Aieee!



SNES

That looks suspiciously like a Bat-enemy flying backwards after having been thumped.

MEGA DRIVE



SNES

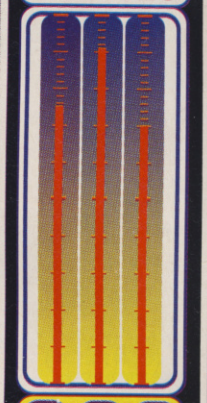
VERDICT

SNES/MD

I like Batman, and Robin, and the Riddler for that matter, so no-one can accuse me of being prejudiced against one of their games. But the thing is, whilst Batman Forever excels graphically I can't help but be disappointed by the general unoriginality. It's another dark-looking platform beat-'em-up the world does not need. Still, this one plays better than most (especially the faster Mega Drive version) and if bats and bashing are your bag, doubtless you glean a degree of pleasure from this challenging and well implemented take on the genre.

RAD

SCORES



GRAPHICS 91
Digitised actors play the heroes and villains.

ANIMATION 93
The digitisation of the characters means they move very nicely.

MUSIC 89
Renditions of familiar film themes. Thankfully, no U2.

SOUND EFFECTS 87
Not the best effects ever, but Batman always was a bit muffled.

GAMEPLAY 80
There's loads to do, but it does get a bit samey at times.

VALUE 85
It'll take you a long, and there's a two-player combat mode too.

OVERALL

Whilst Batman Forever won't win any prizes for originality it's still an enjoyable and aesthetically sound smack-a-thon.

81

SNES.....
SHOOT-'EM-UP.....
OCEAN.....
£60 (APPROX).....
OUT SEPTEMBER....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
PC, JAGUAR AND MEGA DRIVE 32X VERSIONS AVAILABLE.....

Now your really gunning for it yer know.

One potato head, two potato head, three potato to four.

Those days of blood-free SNES software have finally gone, as the claret flows free in Doom.

"We're all doomed", would be the verdict of cynical Scot, Fraser, in that archetypal 70s BBC comedy, Dad's Army. And he was often right then but he'd be even more right now as those gamers of the Nintendo persuasion are going to be finally rewarded for their loyalty, yes Doom has arrived on the SNES.

Anyone who's played any poor man's Doom clones must be a tad apprehensive that this version might be somewhat lacklustre compared to the 32-bit and PC versions. But worry ye not as thanks to the rather costly FX2 chip this version is top of notch and smooth of play and is without a doubt as good as the PC version thank you.

And that's the story so far, unless you're a Doom virgin then you'll be wanting to know what the hell it's all about. Well basically you're a hard-core marine who's in exile on Mars .To cut a long story short something not-to-pretty is lurking in the labyrinthine space station and it's up to you, with various deadly accoutrements to blow the bloody daylights out of them before they do it to you. It's not easy, but then it was never meant to be like that.

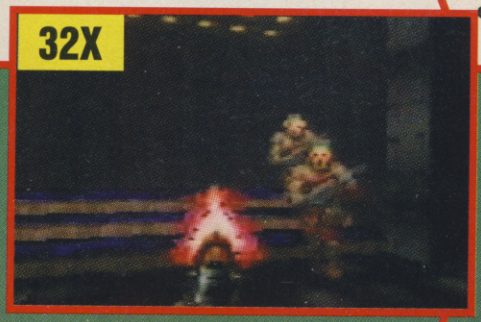
DooM

HAVEN'T I SEEN YOUR FACE BEFORE...

Many times in fact. Starting off way back on the PC it was the game to have on the office machine, and the best way to play Doom on PC is with a few colleagues on an office network. Then of course last year the game came to console, unfortunately it came to the jaguar and Mega Drive 32X, and although they were excellent conversions, not too many people owned those machines compared to the huge number of SNES owners out there.

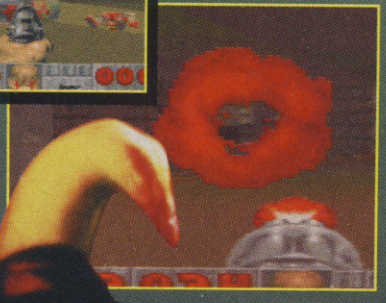
PC

32X



JAGUAR

Back on the Chain Gun Gang.



Waste him before he throws a fireball.

COMING SOON [STILL]

3DO.....

DOOM.....

THE 3DO COMPANY..

There are a couple of Doom clones on their way to 3DO (Killing Time and PO'ed), however if you want the real thing then hold on for Doom this Chrimbo.

It's that suit, chicks love the suit.

VERDICT.....

SNES

Doom on SNES is a veritable carnage of blood, bullets and guts, that is as frenetic as it is addictable, and the only qualms I have about the SNES version is why did it take so long to come about, that you don't hear enemies firing at you (you only hear their effects), and lastly that at 60-odd notes it don't come cheap. I'm sure, however, that most peeps should be able to get it for cheaper. Every version of Doom has scored over 90%, and this version is no different and for a 16 bit Old Gen' machine it's done the game proud.

GARY LORD

When all around you are losing their heads it's a good idea to hang on to yours.

ALTERNATIVE

PC.....

THE ULTIMATE DOOM THY FLESH CONSUMED...

GT INTERACTIVE.....

This is the original game plus one extra chapter and the shareware version of Heretec, and the multiplayer option, which is probably the best bit.

REVIEWED ISSUE ... 166:89%

SECOND OPINION.....

SNES

Bloody hell! All things considered this conversion is nothing short of remarkable. Bar the smaller play window and a slightly poorer frame rate, this is a perfect conversion of the PC original. Even the blood and guts have been left in, which surprised me knowing what Nintendo are like when so much as a drop of the red stuff appears. So it's hats off to Ocean, and a wander down to the bank because if there's one thing this game isn't, it's cheap.

MARK PATTERSON

SCORES

GRAPHICS	85
ANIMATION	80
MUSIC	80
SOUND EFFECTS	85
GAMEPLAY	90
VALUE	70

OVERALL.....

92

SNES/MEGA DRIVE
BEAT-'EM-UP
OCEAN
£TBA
OUT SEPT
1-2 PLAYERS
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

It's time to grab a highly sharp metal cleaver, hatchet, chopper or generally big, sharp metally thing and cut the living daylights out of one of the Weaponlords...

WEAPO

There is a train of thought that you can't get enough of meaty one-on-one beat-'em-ups, and Ocean have certainly bought their Inter City day return for that particular train. Weaponlord is the monicker that the pretender to the Street Fighter/Mortal Kombat crown goes by. Is there room in the beat-'em-up fraternity for Ocean? Well let's take a look at the Lords with the rather hefty tools...

And hefty weapons they do have too. It's certainly not down to fisticuffs here you know, as each of the six contestants have a hard and heavy mediaeval war weapon to slash their way through the best of three bouts. The reason being that there's one evil muther known as the Demon lord who needs putting in his place (ie his grave) and it's up to one of the seven contenders to beat the Paxo Sage and Onion out of one another to decide who goes head-to-head with demon face himself.

Bane

Popular choice in that he has a 150lb hammer to wield although at 28 stone (397lbs) he's not exactly agile.

Talazia

She really is a bird (ie she has the mannerisms of a falcon) and uses her claw shield and talon blade to rip her opponents apart.

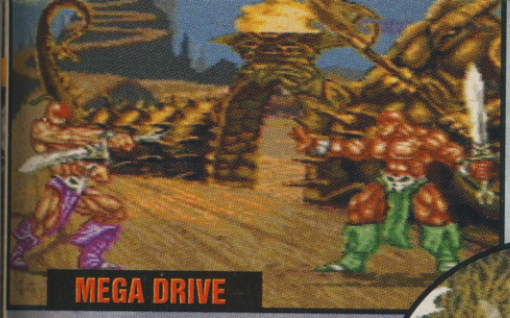
Korr

And that's precisely what you'll end up saying when you see is hefty sword.

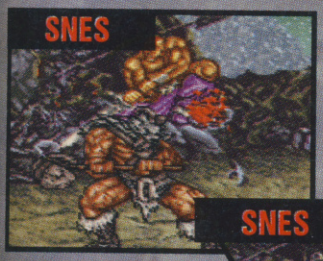
Divada

The chicks in beat-'em-ups usually have big mammaries and Divada, AKA Mistress of Death, in Weaponlord is happy to oblige.

IT'S THE QUIZ OF THE WEEK



And ye olde beat-'em-up went henceforth.



THE HAPPY COUPLE

Weaponlord is actually a Namco game that Ocean is converting for the Mega Drive and SNES, and if Namco are happy with what the licence kings do with their beat-'em-up then they might let Ocean do some of their titles for the Saturn. Watch this space.

Now that's what I call really quite beaten up.

Blood, blades and bosoms.

VERDICT

SNES

Beat-'em-ups are certainly fairing well in the 16-bit SNES market, or so it would seem with three (Primal Rage and Killer Instinct) of the bleeders on the market. The lush backgrounds and indomitable number of hits and combos in Weaponlord certainly makes it an attractive purchase, as does the long term playability, but whether the mediaeval setting will appeal compared to dinos and the combatants in Killer is doubtful, but all in all it's a sound and very playable gothic challenge with gore and blood in maximum effect.

GARY LORD

VERDICT

MEGA DRIVE

Weaponlord is a true beat-'em-upper's beat-'em-up that's for sure. Against the CPU it's a hard enough game and amidst some frenetic hacking and slashing it's a challenge to try and muster the plethora of special moves – and the fatalities score pretty high on the gruesometer too. The sound has plenty of the clangy metallic crashing you'd expect from such a medieval soirée, the only real drawback is that with six characters you are left thinking, is that it? A fine enough fighting game nonetheless.

GARY LORD

NLORD

Zorn

This guy is particularly nimble with his axe, so much so that they call him the Axmeister, or is that Axminster.

Jen Tai

The other token woman and a bit of a goody-goody as apparently she is full of honour, and doesn't kill her victims, she just duffs 'em up a bit.

Zarak

A favourite in the CVG office mainly because of his nifty web-like special move and the spider he throws on to his opponent's face.

SNES SCORES	
GRAPHICS	87
ANIMATION	80
MUSIC	80
SOUND EFFECTS	86
GAMEPLAY	90
VALUE	85
OVERALL	86

MEGA DRIVE SCORES	
GRAPHICS	85
ANIMATION	80
MUSIC	80
SOUND EFFECTS	86
GAMEPLAY	90
VALUE	85
OVERALL	87

SNES
PLATFORM
NINTENDO
£IMPORT
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

YOSHI'S ISLAND

Dig out that old buried SNES – we've got a twister comin' Martha!

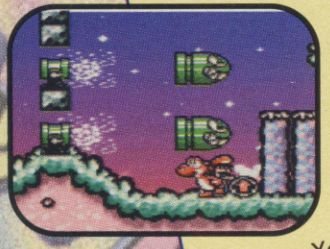
Dear Gamestrels,

Recently there has been a lot of conjecture in gaming magazines concerning the appearance/disappearance of my arms. Realising the distress this rumour-mongering could cause my fans, I thought it was time to make a personal statement to set the record straight.

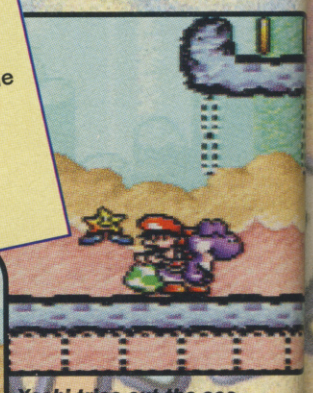
It's true that I began my career in games without arms. But the apparently sudden appearance of my diddy little hands in Mario Kart was not the result of cosmetic surgery. The species of dinosaur to which I belong grows arms in a similar way to that in which your Earth antelopes and mooses grow antlers. First, during dino-youth, stubby little arms develop just below our necks. These strengthen constantly from tyranno-puberty onwards. We use these arms in the summer mating season to thumb-wrestle for mates, like deer with their horns. Then, once they've fulfilled this purpose, the arms drop off, ready to grow again the next spring. Which is why I haven't got any arms in this game either.

And as for how I can lay eggs if I'm a bloke dinosaur, as a leading dinobiologist asked in the front of this magazine, well that's just as simple. Anyone who's seen the film Jurassic Park can tell you that dinosaurs can change their gender to balance boy/girl deficiencies. Hanging around with Mario has obviously left me with very few opportunities to meet dinosaur babes, and as a result I've become some strange sort of hermaphroditic mutant arms/no-arms dinosaur hybrid from hell.

Thank you for your time,
Your friend and Mario's,
Yoshi the Dinosaur



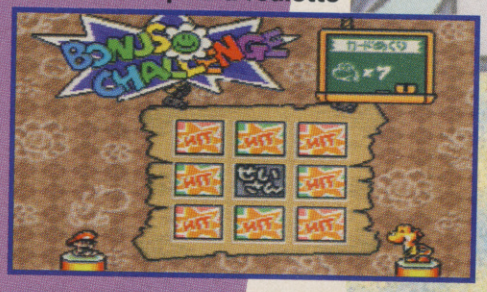
Mario answers nature's call (Above).



Yoshi tries out the see-saw with Mario (Left).

SPIN AND WIN

At the end of each level Mario spins a roulette wheel which gives him the chance to play a number of lives-awarding bonus games. These rather entertaining diversions are as follows.



DRAWING LOTS

Select a single card from those pictured on-screen. Pick a goodie card and it's lives ahoy, pick Kamek the Koopa and it's game over.

SCRATCH AND MATCH

Like National Lottery Instants, frankly. Scratch three boxes, and the number of baby Marios revealed dictates the lives awarded.

SLOT MACHINE

Press a button, stop the reels. Collect some lives if you're lucky. Fortunately, unlike real fruit machines you can't put all your lives back in and lose them again.

FLIP CARDS

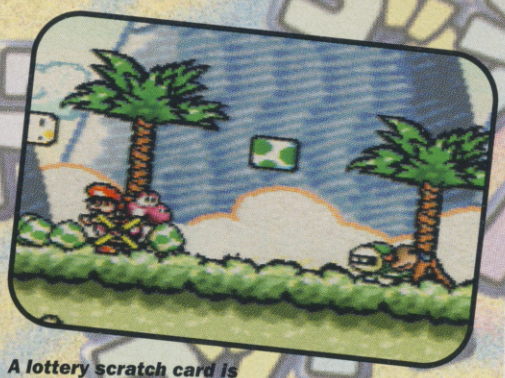
Flip a card, any card, don't tell me which one it is, collect the prize pictured, repeat as many times as you like and hope it isn't Kamek on the other face as you'll lose everything you've won.

MATCH CARDS

Use your amazing memory skills to match pairs of prize cards, flipping a pair at a time. There's a bonus prize if you can clear all the cards in time.

ROULETTE

Place your bet and spin the wheel of lives. Chancey, definitely, but if you're lucky you can pick up absolutely herds of lives on this one.

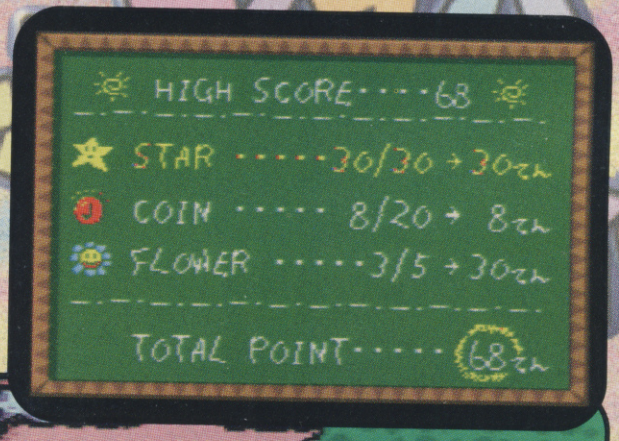


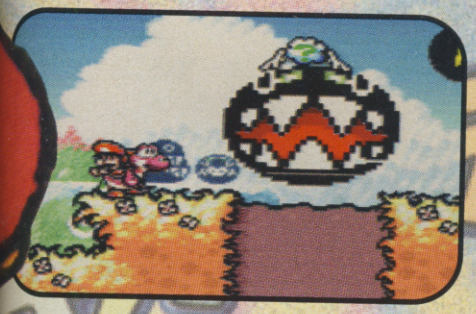
A lottery scratch card is present in the form of this bonus stage, where you can win 'power ups'.

The super FX2 chip allows flash things like doors and drawbridges to look very real!

THE CHANGING MARIO

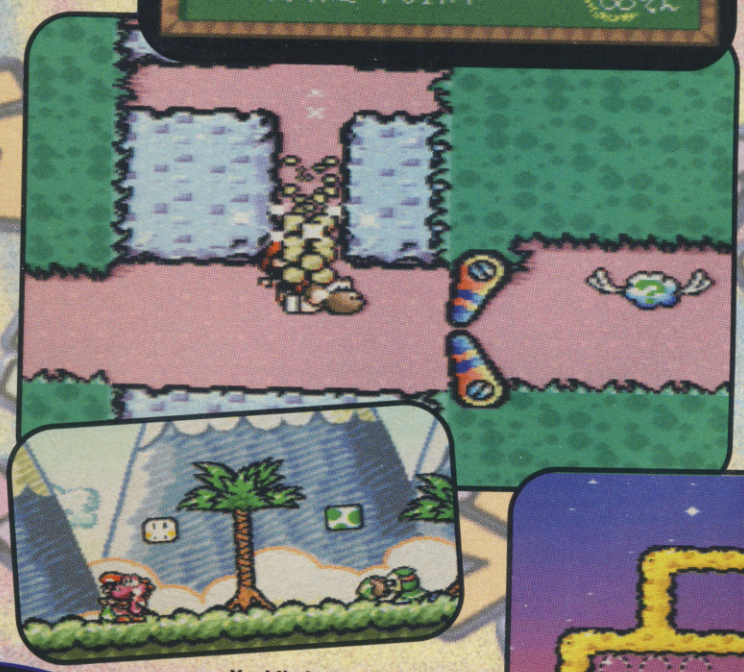
Even as a nipper Mario had the heroic plumber in his blood. Grab a Super Star power-up and, for a limited time only power fans, he's transformed into the mighty Powerful Mario. Powerful Mario leaps from Yoshi's back and puts himself under your control. Not bad, because Powerful Mario is invincible, can run at super-speeds, climb up walls (with rapid left and right joypad tapping) and float in the air. Needless to say this gives the player scope for some serious Koopa clobbering.



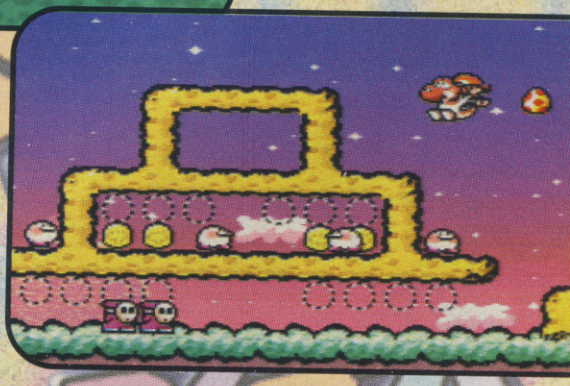


MANYANA BUBBLES

Yoshi's main task is to safeguard baby Mario against the would-be kidnapping Koopa hordes. Mario is safe so long as he remains seated on Yoshi's back, but a single hit is all it takes to dislodge him. Once this happens he floats skywards in a bubble, and Yosh has 10 seconds to catch him before the Koopas do. This is no mean feat given the convoluted platformyness, but you can improve your chances by collecting stars, which up the timer by a second each, up to a maximum of 40 seconds.



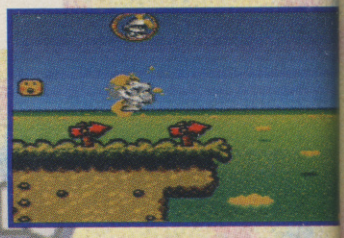
Yoshi's is parallax scrolling to the max.

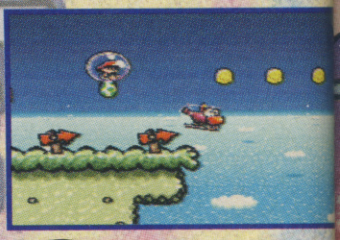


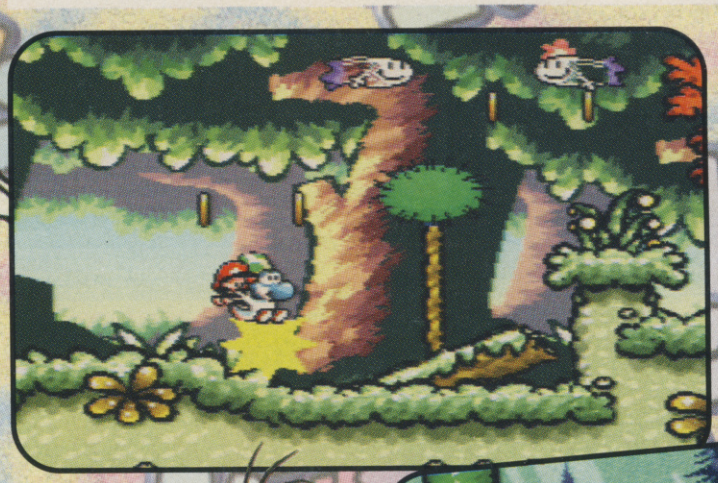
So Shigeru Miyamoto does it again, with arguably the most addictive Mario game on any platform. See the Connected news section for info on the new Mario RPG!

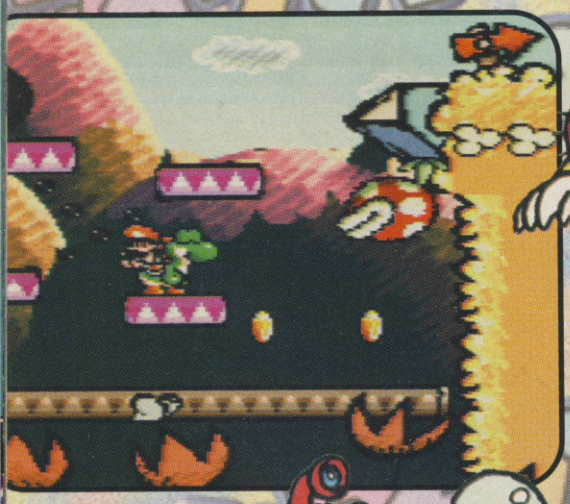
EVERYTHING CHANGES BUT YOSHI

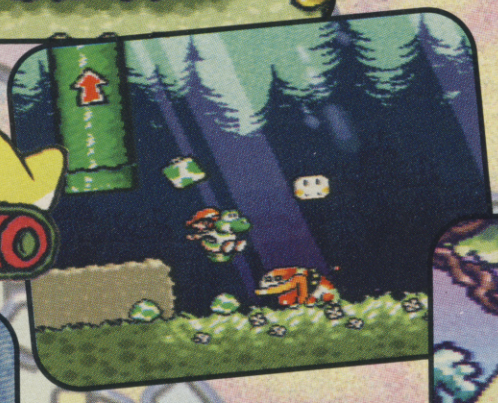
Mario isn't the only character in the game with mighty morphin' abilities. Yoshi, when he feels the need, is also a dab hand in the transformation stakes. All Yoshi has to do to activate his latent genetic costume changing abilities is touch a Metamorphosis Bubble, whereupon he assumes the identity of the item pictured on the sphere. The vehicular guises on offer are helicopter, tunnelling mole tank, torpedo-firing submarine, chuffy chuffy steam train and cute tip-toeing cartoon car (like the cab in Roger Rabbit).



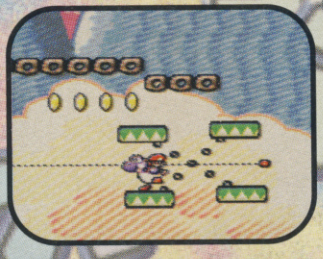


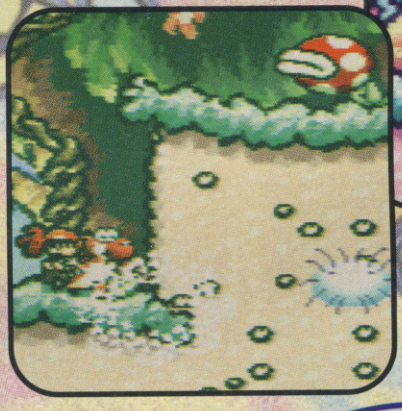






Y-Island' s raison d'être is Mode 7 style transluscent graphics.



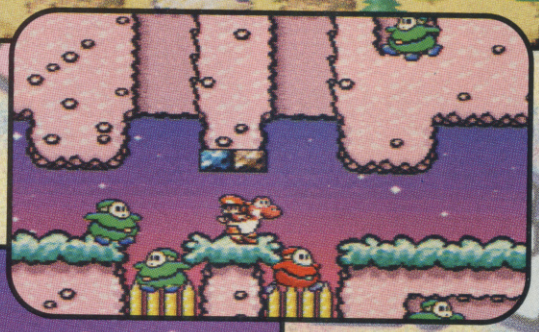


Miyamoto got his inspiration for these lovely new graphics from children's artwork, hence the streaked-type shading.

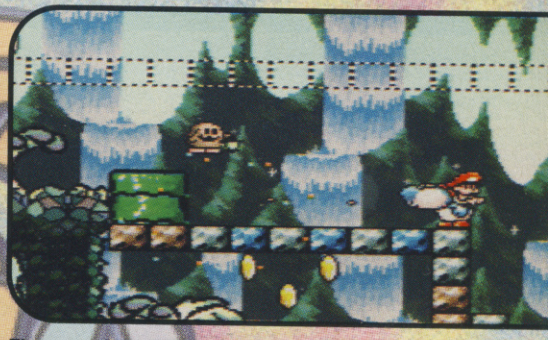
EGGS ON LEGS (NEARLY)

Yoshi and eggs. Egg – Yoshi, Yoshi – egg, as Tommy Cooper might have put it. An important relationship, especially in Yoshi's Island. Every time Yoshi noshes on an enemy he has the choice of spitting them straight out as a projectile, or transforming them into an egg. Eggs are best. Pop one out of Yoshi's rear and it'll follow him around, with up to five buddies, until called into use with a press of the A button. This brings the aiming cursor onto the screen, which arcs from straight ahead to directly above Yoshi and back again until stopped with the L or R button. Press A again and off fires the embryo (unless you use L or R to re-aim). One hit with an egg is enough to destroy most foes, and also draws floating bubble-bound Mario a short distance towards Yoshi in emergencies.

Christmas has come early as red and green Santas hinder Yoshi's quest to protect Mario. (Right)



Eggs, eh, how do you like 'em? Sunny side up, scrambled or littering your fave Mario character's world. If it's the latter then Y-Island is for you.



The use of the FX2 chip makes doors and drawbridges look very effective.

THROUGH THE KEYHOLE

Despite not having any arms Yoshi is an expert at turning keys. In fact, it's his favourite hobby. Which is useful, as (providing he's collected the hidden keys) there's a number of secret doors to unlock. And behind each of these secret doors is a secret bonus game. These battles pit you against an evil Koopa representative in a match of skill. The events range from the simple – bursting balloons and collecting coins – to the tricky (a memory-match game with an exploding water balloon as a booby prize) via the action-packed, embodied in the triumphant watermelon seed spitting duel.

VERDICT

SNES

It's easy to forget in this 32 bit climate just how groundbreaking and stunning each Mario game has been. Yoshi's Island is the perfect reminder. The graphics use the SNES' hardware capabilities to great effect, with lots of scaling and rotation warping the primary-school felt-pen ambience. And the sound's great. The gameplay is superb. Yoshi and Mario have so many abilities – all essential to progression – it's almost obscene and the levels throw up an equal number of challenges. This is easily the most difficult Mario title yet and the most playable too. Buy it, or kill yourself.

RAD

SECOND OPINION

SNES

Even to this day I rate Super Marioworld as one of the finest games ever created – and I still go back to it even after completing all 96 stages. But Yoshi's Island is really something else. It's totally fantastic and in my opinion almost as good as Marioworld. Then I'm a real spanner when it comes to nostalgia so I'll never admit to any SNES game being better than Mario's first 16-bit outing. What I will say though, is that this is one of the top five SNES games of all time and you'd deserve a good beating for not buying it.

MARK PATTERSON

SCORES

GRAPHICS	95
ANIMATION	98
MUSIC	97
SOUND EFFECTS	96
GAMEPLAY	97
VALUE	96
OVERALL	97

CVG GOLD

ASTERIX & OBELIX

SNES/GAME BOY
PLATFORM
INFOGRAMES
£44.99/£24.99
OUT NOW/OUT SEPT
TWO PLAYER/ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

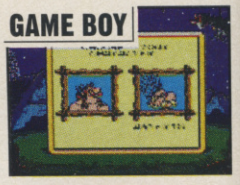
Gaul blimey guvnor, if it ain't the Frenchies' answer to Little and Large. Only Ast' and Ob' are funny. And popular.

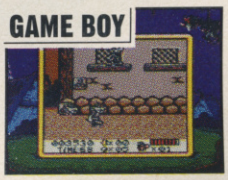
The year is 50 BC. Gaul is entirely occupied by Romans... look, you know the score. There's these two Frenchies, right, the little sneaky one with the moustache and the nifty helmet and the big fat one with the pigtails and the boulders. They're called Asterix and Obelix, and they enjoy bashing the crap out of Romans and annoying Julius Caesar. And if that's not your bag then go back to reading books about stupid boy detectives with tufty hair.

In Asterix and Obelix you control either of them as they wander the world, helping their friends and thumping all and sundry. Fighting scurvy pirates. Traversing slippery mountains. Crawling sandy deserts. That sort of thing. Along the way, you can take time out to participate in a lethal rugby game, brave a bullfight, or even try out for the Olympics. Just remember to be back in time for supper - it's roast boar tonight.

ASTER LA VISTA

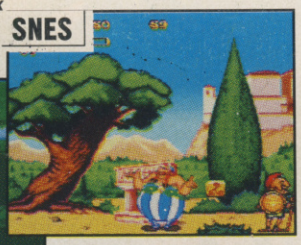
To break-up those Roman-harassment sessions, take time out to enjoy some national sporting pastimes...

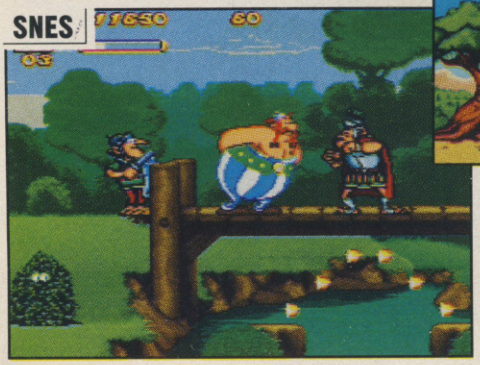




▲ *Boof! Talk about a serious belly ache.*

◀ *Why does Obelix pull his trousers up so high?*





VERDICT

GAME BOY

The layout is different from the SNES version, but the gameplay's fundamentally the same. On the one hand, that means you lose the bright cartoony graphics that gives the SNES version its edge, but the game's fun enough and big enough to have you tapping away for a long time. For 25 sovs it's worth splashing out on but only if you've already got Wario, Picross and all the other stunning Game Boy games out there at the moment.

ANDREW OSMOND

SCORES

GAME BOY

GRAPHICS	80
ANIMATION	82
MUSIC	76
SOUND EFFECTS	74
GAMEPLAY	83
VALUE	84
OVERALL	82

SCORES

SNES

GRAPHICS	84
ANIMATION	81
MUSIC	75
SOUND EFFECTS	75
GAMEPLAY	83
VALUE	75
OVERALL	79

VERDICT

SNES

At first sight, Asterix and Obelix looks to be little more than a standard platformer-cum-thump-'em-up. In its favour, though, it plays pretty well and there are levels aplenty to give you either pleasure or pain plus there are numerous locations to explore, some with multiple routes through them. The programmers have clearly done their homework, with the characters and backdrops capturing the classic strip perfectly. A good licence and a well-made, albeit unexceptional, game.

ANDREW OSMOND

SNES

RACING

EMPIRE INTERACTIVE

£29.99

OUT SEPTEMBER

FIVE PLAYER

NO OTHER VERSIONS PLANNED

NO OTHER VERSIONS AVAILABLE

This game is fun for kids but it has little or no appeal for older gamers. ▶

COULD BE...

A trip through Saturday morning memory lane... Clockwise, we have a chop-sockey doggie (H-K Phooey), a camp cat (Snagglepuss), a decidedly un-average bear (Yogi), an equine gunslinger (Quickdraw), a law-abiding hound (Huckleberry) and a feline hustler (TC).

Top Cat, he was the leader of the pack, but now the pack's getting on a bit...

Long before the Power Rangers came along, in fact even before the likes of He-Man graced our humble SCART-socketless TVs, back when Space Invaders was state-of-the-art and Doctor Who was hi-tech, nerdy kids made do with more innocent entertainments. Entertainments like the Hanna-Barbera cartoons, which fell into two categories: the cool ones and the crap ones. In the cool corner were Top Cat (him of the Phil Silvers voice and live-in dustbin) and Hong Kong Phooey (without doubt the greatest-superhero in the history of the universe). In the crap corner were all the others: remember Snagglepuss, Quickdraw McGraw or Huckleberry Hound? Nope, neither do we.

Turbo Toons the game does though, and it unites cool and crap in a running game where up to five players can compete. Each player controls a different HB character, each of which has different running attributes (speed, balance, etc.). To hamper the competition, just bounce into them and leave them reeling. There are several play modes including four racing leagues of ascending difficulty and a special 'hunt the crystals' challenge. Over 30 track layouts are available for your delectation, most of them accessed by pass codes within the game.

TURBO TOONS

▲ *I thought we could have all the characters, like, floating.*

▲ *One of the many courses in this game which at least gives the game lastability.*

VERDICT

SNES

Turbo Toons has the look of a 'junior' game with its bright colours and pint-sized characters, and play doesn't do much to remove this impression. To be fair, the rulebook claims the game's best with a maximum five players (linked via a Multi-Tap adaptor, not included), whereas we could only muster two in this office. The main problem is that the single-screen races feel fiddly and restricted and there's not much sense of challenge (no imposed time-limit, for example). If you regularly play games with a bunch of mates then it's worth a look for a bit of multiplay mayhem, but other than that then I think I'll pass.

ANDREW OSMOND

SCORES

GRAPHICS	66
ANIMATION	66
MUSIC	61
SOUND EFFECTS	58
GAMEPLAY	69
VALUE	67
OVERALL	65

SNES.....
SPORTS.....
KONAMI.....
£UNCONFIRMED....
OUT NOVEMBER.....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

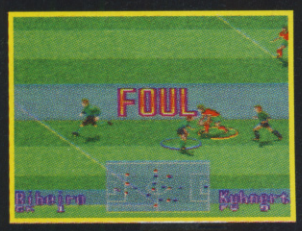
ON THE HOOF

Football players are known for their silky skills, dodgy hair and poor taste in music. Only one of these things is represented in ISS Deluxe. And you can breathe easy, because you're not going to be subjected to follicular horrors or a chorus of I Can't Dance by Genesis. But if you're a joypad jessie you might not breathe easy after all, because the overall silkiness level of skills has improved considerably since the none too shabby original. This means there's a whole world of joypad commands to learn in order to make your players run, slide, dummy, shove, volley and generally show off like in real life. Ooh, my poor brain.

As you can see, Gomez has just pulled off a skillful sliding shot which is right now sailing its merry way past the fingers of the goalie. Well done that man. A goal to you sir!

He shoots, he doesn't score... it must be International Superstar Soccer!

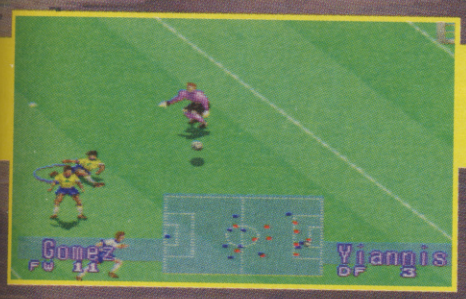
INTERNATIONAL SUPERSTAR SOCCER DELUXE

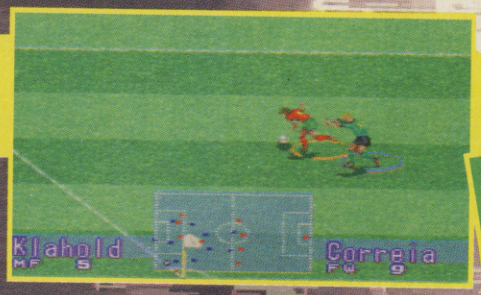


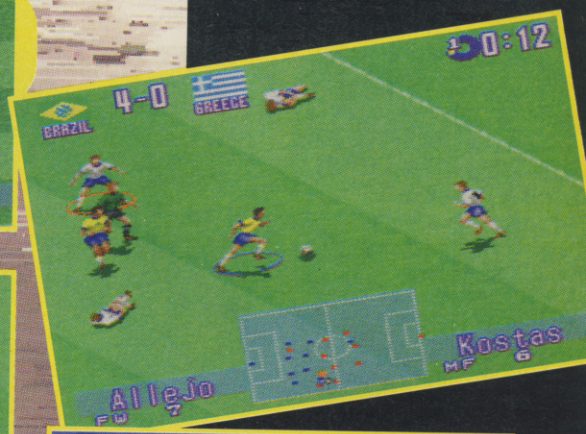
Once upon a time just about any soccer game released for a console could be assured of favourable reviews. Not because things were better in the old days or anything like that, but simply because there were hardly any footie games on cartridge. Well times have changed since then, and the Japanese as a race have taken good old Tommy Britisher's favourite sport to their heaving bosom, which has of course resulted in much home-grown demand for football titles. And now there's millions of them. No one bothered when it was just European gamers who wanted soccer games. But then America hosted the World Cup and Japan established the J League and now you can't move for the bleeders. Typical.

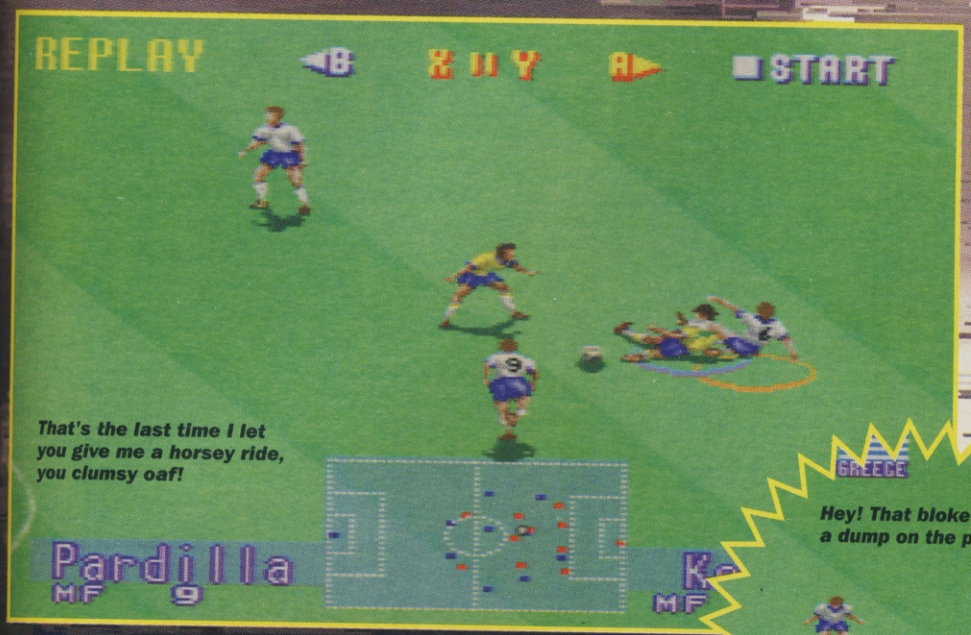
But look on the bright side – once upon a time we had the execrable World Cup Italia on the Mega Drive, and now we have gems such as International Superstar Soccer for the SNES. And as if that wasn't enough, those blinding geezers at Konami have been and gone and programmed a pseudo-sequel, known as International Superstar Soccer Deluxe. It's a bit like the first one, but with extra stuff in (and that's our carefully considered expert opinion).

What a brilliant kick. Wish I could do those. And I wish all my mates could do 'em as well.









▲ The pitch quality at each stadium affects the speed of the game. Spain is the fastest one. We think. We might be wrong.

GREECE

Hey! That bloke's having a dump on the pitch!

▲ Despite this arrow pointing up, this is a caption for the pic below. ISS action ahoy!

BLINKIN' TOURNAMENTAL

The thing with sports games is that they're always best when played by more than one human. That's competitiveness for you. And ISS Deluxe, why it's one of the most competitive games around. It doesn't just let you take on a fellow human in a single match, it features any number of multi-player league and cup options too. You can have, with a multitap, any combination of players on either side (three against one, four against the computer etc etc). And if that's not enough for you, you can have up to six individual players going head-to-head on a hardcore tournament tip.

▼ Right lads, we'll push forward on the Western front... oh no no no! Sorry! We'll make it a passing game. Sorry!

This screen lets you alter your players' stats for your perfect 11. ▼

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INFO ZONE

96 Letters
More ramblings from you, our loyal readers, as you put pen to paper and scratch out your thoughts for the month.

100 Help!
We could be off saving the world, or stopping the French blowing up the South Pacific, but instead we're here to answers your questions.

102 Toh-Shin-Den Master's Guide
Got yourself a copy of Toh-Shin-Den to go with your PlayStation? If the answer's yes then you can't afford to be without our major combo guide.

106 Daytona USA
All those devious little tricks that should help you get your times down and entertainment up as we print all the cheats for this major Saturn mover.

Win! NBA Vids
That's right, you could be the proud owner of a video showing lots of very large men running around in trainers throwing a ball to each other. Yes, it's basketball thrills and spills all the way.

108 Cheatmode
More of those clever little cheats for people who really can't get the hang of playing games properly.

112 Challenge
The venue's set, now all we need are the finalists. Find out how you can get your shot at being the Game Lord of 1995 here.

113 Charts
More movers and losers in this month's HMV charts.

114 The Accurate Next Month Page*
Once again we plug ourselves in the ether, eat a few suspicious looking mushrooms and try to foretell what's coming in the next issue.

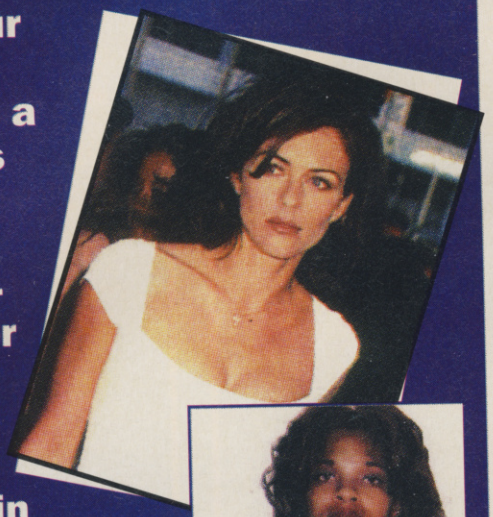
*This is a lie

Win!

Oxy Blackhead Buster!

Zap those zits (not that you have any) with the latest bit of spot removing kit from Oxy. We're giving the stuff away so you won't have to go and get your mum to buy it for you.

LOOK, we slave our butts off every month to give you a magazine which is interesting. Something you want to read, perhaps refer to later on or bury in a time-capsule for your mutant offspring to look at in the future. All we ask in return is that you be interesting for us. A bit like performing dogs. Be funny. Be witty. Stand on your head, drink lager and write us a letter. Please. Look, here are a couple of suggestions.



This month's topics are:
Is new technology too pricey?
Virtual Reality – good, bad or sad?
Why aren't programmers funny?
Reasons why Liz Hurley should go out with Mark.

There. Easy. You can, in fact, write to us about anything to do with games, hardware or associated practices. Oh, and by the way, you're a sweary little bunch aren't you? 25% of the letters that came into our office contained swears but only 13% featured the letter X. Strange, eh?

Anyway, send your musings to: In the Bag, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Or fax us on 0171-972 6701 or E-mail us on CVG@emapimag.demon.co.uk. Tally-ho!

in the

MR CAN'T WRITE PROPER

Dear CVG
I'm sick of all these people who keep on saying "who cares about the graphics it's the gameplay that counts." Well all I can say to that is... (censored). I have recently dumped my SNES as I am planning to buy a Next Generation console.

The major reason for me upgrading is the graphics. After playing Ridge Racer, Daytona, Virtua Fighter and Toh Shin Den I just can't face my SNES' graphics. Although playability is important, I'd rather have my SNES than a Jaguar or 3DO any day. The point I'm trying to make is that graphics and sound are just as important as playability, but you want good sound and graphics when you're paying £300-400 for a console.
Andrew Spiretos, Leeds

PS Why do you slate the Saturn? I found Daytona far more playable than Ridge Racer.

CVG Sez: A)You should learn how to communicate properly as all you've done is contradict yourself and, B), We love the Saturn and if you bothered to read our review of Daytona you'd have found that we liked it a lot more than Ridge Racer. You arse.

bag

I AM POINTLESS

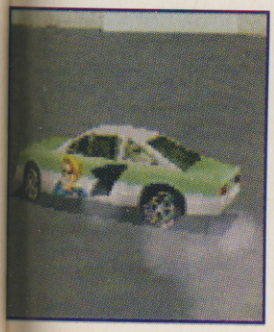
To The Ultimate Games Mag Around,
What has happened to the 'AWESOME RAD AUTO HAIR CUT™'? Are you being nasty again and forced him to have it cut?
David Lawrence, Herts

CVG: Oh come on, his old hair awesome? It looked like a half-bald bog brush, now it just looks like a completely bald bog brush. Well, it's an improvement.

PLAYSTATION MAG ON WAY

Dear CVG,
The Saturn and PlayStation are the only true Next Generation consoles to have been released. I don't think that all these new consoles will revolutionise gameplay, they'll simply improve it. Gameplay and gamestyles do change, for instance Mario Kart on the SNES couldn't be done on a Mega Drive because it used Mode-7, so likewise the gameplay will change on these new consoles.

PlayStation games are, in my opinion, absolutely brilliant. In fact, in your preview of Destruction Derby you continuously said how amazing it was, which is reason enough to say that Next Generation games are good.
Sam McGuinness, Molesey



PS, any chance of Emap producing a dedicated PlayStation mag.

CVG: Yes we are doing a PlayStation mag, and you should have got a free issue with this copy of CVG.

COW'S BUM

Dear CVG
I bloody hate all this PlayStation vs Saturn crap. I own a Mega Drive and I'm skint, so I won't be getting either. I just want all the bloody whingers to shut up and go stick their fat heads up a cow's arse.
Anthony Burke, Newcastle.

CVG: Dear Mr Burke, sorry to hear you are skint. We're not and we've got three Saturns and two PlayStations. So up yours.

GOLDEN SHOWERS

Everybody has heard about the Saturn, PlayStation and NU64. They are all pretty good, but fair play, the Nintendo Ultra 64 is going to piss on the rest.

Keep up the good work lads.
Richard and Andy.

CVG: Well, we'll just have to wait and see about that. But in response to your questions (which we couldn't be bothered to print) there isn't any firm info.

SCARTALOGICAL BEHAVIOUR

Dear CVG,
I'm intending to get a PlayStation, and when the Saturn was released I decided to go down to my local shop and check out the competition. I saw that it was going for £400 with a copy of Virtua Fighter, one pad and a SCART lead. Horror struck me. My TV is fairly modern, but doesn't have a SCART socket, so I asked the bloke in the shop what I'd do if I bought a Saturn. He said for £25 he could sell me a PAL conversion lead from Sega. So I phoned them myself and they said I would need to send them the SCART lead and £15 in exchange for a PAL cable. Major rip-off. But down at Tandy I saw that they had a SCART conversion set that only costs £13.99. Be warned Sega fans, don't go to Sega for your PAL lead. It beats me why Sega didn't bundle a normal Mega Drive-style lead in the first place.
Richard Noon, Walsall

CVG: Who knows? Is this some devious plan by Sonic to make us all buy SCART tellies? Whatever, we agree with you – it certainly wasn't the brightest idea ever.

Join the pus-busters!

Wave goodbye to squeezin' and steamin' with your spotless CVG...

We all know how the world sees gameheads - spotty, spectacled nerds bereft of style and charm, just a few chromosomes removed from trainspotters or Blake's 7 fans. And we know that's a load of rubbish. As you read this mag, your smooth, sharply chiselled features illuminated by the glow of a state-of the-art monitor, a girlfriend in each arm and two more on your lap (Don't overdo it - Ed), you can relax in the knowledge that you're an all-together dude and certainly not in need of any kind of skin overhaul. Of course not. Perish the thought.

But just in case you are, those hygiene-conscious folk at Oxy have come up with the Oxy Blackout, a revolutionary alternative to wiping off the bathroom mirror every morning. (No blank looks now, you know EXACTLY what we mean.) First, paint the unique Oxy Blackout liquid on to the bits that need it; leave to dry, then apply Oxy's peel-away tape with firm even pressure. As you pull it away, out will come all the things that made you regret puberty - grease, oil, dead skin cells and even those dreaded blackheads! A dream come true! You can keep the tape as a souvenir... mount it, frame it, show it to your friends.... well, maybe not.

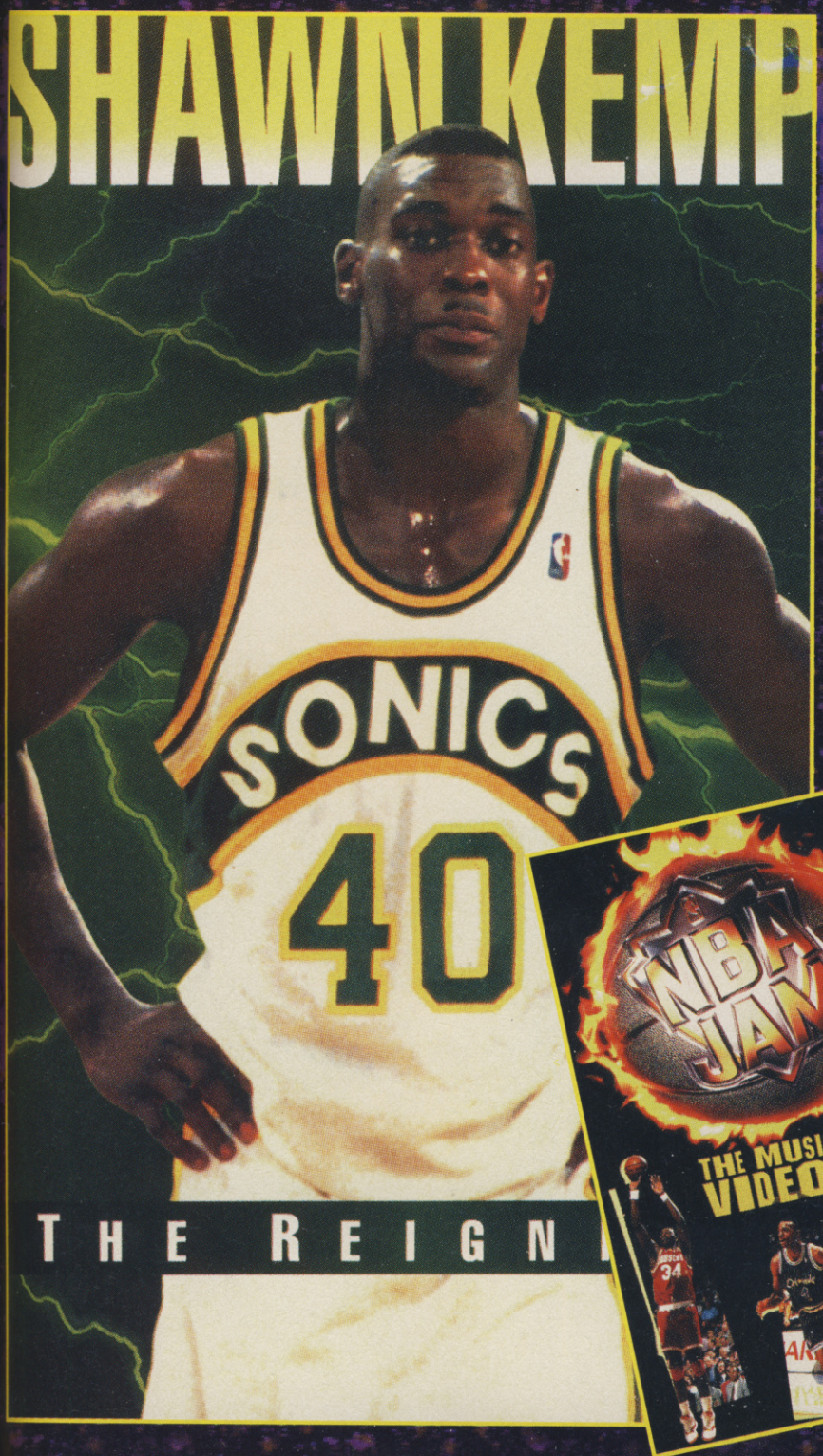
Blackheads are fascinating things, actually. Did you know, if every spotty kid in Britain was a Take That fan, they'd be hogging No.1 at Christmas? No, and we didn't either. Much more interesting would be if every spotty kid was a CVG fan... Until that day we'll just have to keep offering freebies, like 20 fab new packs of Oxy Blackout currently clogging up our office. To be in for a chance of winning one, all you have to do is answer this spot-related question...

What's the best way to get rid of blackheads? Is it:

a) Get your girlfriend to suck the pus out.
b) Try to suck the pus out yourself.
c) Oxycute them with Oxy Blackout.

Send your answers on the back of a spot scab to: Puss tastes luverly, CVG, Priory Court, 32-32 Farringdon Lane, London, EC1R 3AU. Answers must reach us no later than 11October.

Big Blokes Court In The Act!



Take a long list of all the things we're crap at in this country then add basketball to the end of it. The Americans have got the game stitched up. But they also have no idea what satirical wit is, can't fight wars properly and shoot each other with guns on a regular basis.

So why go all the way to the States to watch basketball only to be brutally killed by someone who can't shoot straight and doesn't have a sense of humour? You see, you don't have to thanks to Fox Video's latest round of official NBA vids. In fact, win this compo and you won't even have to buy them.

On offer are 10 copies of Shawn Kemp – The Reignman who, apparently plays for the Seattle Supersonics and is already one of the biggest stars in the game while still being dead young. Also up for grabs are 10 copies of NBA Jam – The Music Videos. As well as lots of tall blokes strutting their stuff on the court to music, the vid also features cheats and tips for NBA Jam Tournament edition.

All you have to do to enter is answer this dead easy question:

What number shirt is Michael Jordan famous for wearing?

Send your answer to: Big blokes with suspect balls comp, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date's the 14 October, the editor's decision is final even though he knows spug-all about the sport and no cash alternative will be offered. Because these videos sell for just £10.99 and if you wanted money instead of a vid you'd be a real cheap-skate.

Blimey, as though they could miss that ball, eh?

Hot basketball action ahoy!

HELP!

We've had enough of being mauled down in the lion's den, so us good Samaritans at CVG are taking a break to exercise our brains instead of our legs. How are we going to do that? By answering all your hardware and software problems of course. Mind you, we're finding it quite tough to reply considering we've now got bleeding stumps where our arms once were!

SNES STUFF

Dear CVG,
1. At the moment I own a SNES with two pads, Smash Tennis, NBA Jam, SF2 Turbo, NHL 95 and Donkey Kong Country. I received my SNES as a present last Christmas so it's quite new. Now I want to sell it but don't know how much to advertise it for. What do you think?
CVG: No more than £150 would be about right. Unfortunately second hand 16-bit software and hardware isn't worth much these days.
2. How much will the Sony PlayStation retail at and is it worth it?
CVG: £299 and it is worth it.
3. Which new console's best?
CVG: The PlayStation's specs are superior, but you choose a machine on its software, and most of our fave games are on the PSX at the moment, with a few Saturn games coming a close second.
4. Will the Satellaview ever be released here?
CVG: Probably not, more's the pity.

Paul Lawrence, Bolton

MODEL LOOKS

Dear Help!,
Please, please could you answer my questions about the 3DO as I plan to buy one soon. Thanks a lot!
1. Which 3DO is the best machine to buy, because the Goldstar version is £50 cheaper than the Panasonic one?
CVG: Not any more it isn't, they now both retail for £299. The only differences between the machines are cosmetic so go for the one you think is the best looking!
2. Are Quarantine or Creature Shock any good?
CVG: Quarantine isn't bad, but Creature Shock sucks somewhat.
3. I intend to buy Wing Commander 3, The Need for Speed and Return Fire first, which would be the best games to get next?
CVG: Theme Park, Cannon Fodder and SF2 Turbo X.
4. Do you think the 3DO can survive with the Saturn and PSX about? Do you think the M2 will improve 3DO's position?
CVG: In its current guise the 3DO looks a little shaky but the M2 certainly has the power to keep the 3DO bandwagon rolling, it just depends on whether 3DO can keep the price of M2 down or not.

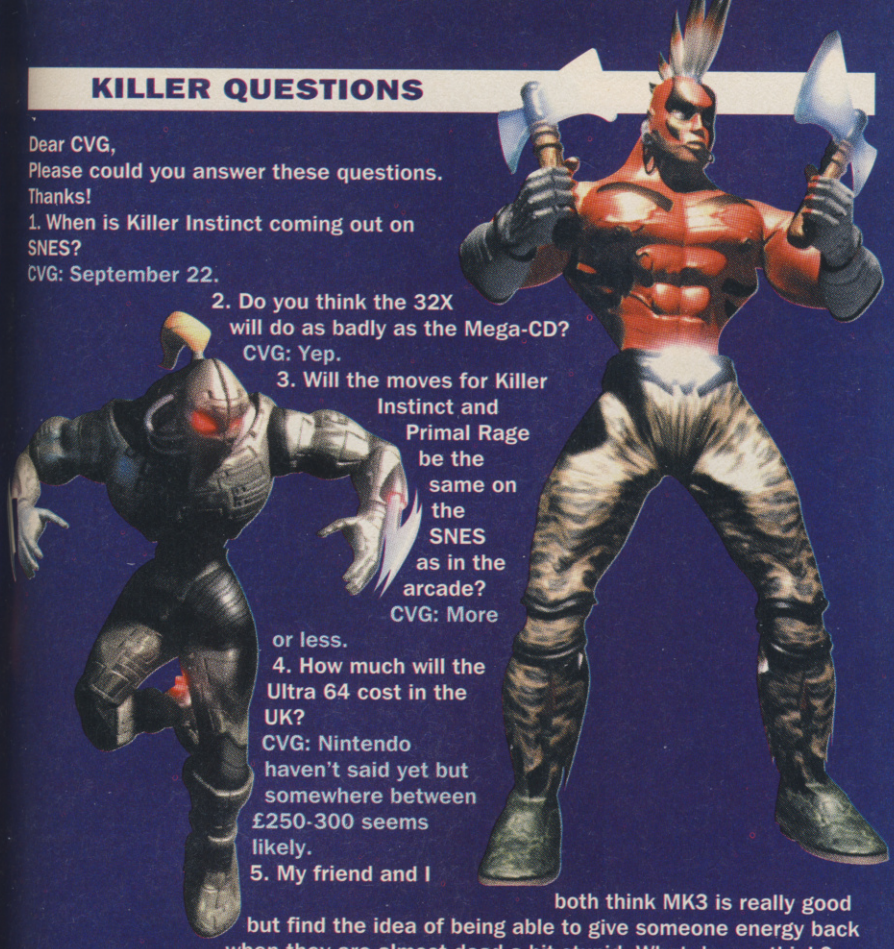
John H Rolfe, Norwich

BORING CRICKET INFO

Dear CVG,
Could you please answer the following questions about the Saturn, as I'm getting one soon.
1. Is Premier Manager 3 or any other soccer management game coming out on the Saturn?
CVG: We don't know of any soccer management games being developed for the Saturn at present.
2. Is there going to be a cricket game on the Saturn?
CVG: Unlikely at present. Most Saturn software is sourced in Japan or the USA where cricket isn't exactly the most popular sport in the world and so wouldn't be commercially viable. Perhaps when the Saturn is more established an English softco like Codemasters might consider converting Brian Lara Cricket to the system.
3. Is Sensible World of Soccer coming out for the Saturn?
CVG: Not as far as we know but it's rumoured to be heading for both the PlayStation and Ultra 64, with enhanced graphics of course.

NG

KILLER QUESTIONS



Dear CVG,
Please could you answer these questions. Thanks!
1. When is Killer Instinct coming out on SNES?
CVG: September 22.
2. Do you think the 32X will do as badly as the Mega-CD?
CVG: Yep.
3. Will the moves for Killer Instinct and Primal Rage be the same on the SNES as in the arcade?
CVG: More or less.
4. How much will the Ultra 64 cost in the UK?
CVG: Nintendo haven't said yet but somewhere between £250-300 seems likely.
5. My friend and I both think MK3 is really good but find the idea of being able to give someone energy back when they are almost dead a bit stupid. What do you think?
CVG: It's cool. What better way of humiliating someone than beating them twice in the same round?!
6. Is it safe to use adaptors for US games on SNES?
CVG: Hmm, bit of a debatable one this. Technically the answer is no as it puts more pressure on the SNES' innards but we do it all the time at CVG and have never experienced any trouble. We do know people that have however, so the decision is yours, as they say.
7. My friend Rob says that Sonic will come out on the Ultra 64. Is this true?
CVG: YES! And you read it here exclusively! Doh, wake up, of course not!

Richard Firth, Cheshire

PS GAMES

Dear Help!
1. What would you buy out of Ultra 64, Saturn and PlayStation, taking the wait for Ultra 64 into consideration?
CVG: Well, we haven't seen a finished Ultra 64 so it's impossible to answer your question properly. We're sure the Ultra 64 will be awesome but at present judge for yourself on the software that's available.
2. If I should happen to buy a PlayStation without a game, what are the first three games I should buy if I want one fighting, one racing and one 'other' game style?
CVG: Fighting: Tekken, Racing: Destruction Derby and Wipeout (they're both too cool to choose between!) and 'other': Jumping Flash.
3. Do you think Namco will come out out with a sequel for Tekken?
CVG: They already have. Tekken 2 is out in the arcades now and should be released on the PlayStation either at the end of the year or the start of 1996.
4. Do you know if there are any good RPGs coming out on PlayStation?
CVG: Arc the Lad looks quite good, although it may be a little statistics and text heavy for some.

Christian Adam, Seychelles

SATURN THE FENCE

Dear CVG,
Your mag is brilliant. I've just bought a UK Saturn for a steep £400. So could you answer these questions for me please?
1. Is the UK version of Victory Goal better in terms of gameplay than the Jap version as I heard it was crap?
CVG: You heard right.
2. With the AM2 boys bringing Virtua Striker to the the arcades I was wondering if a Saturn version will follow?
CVG: No plans as yet, but Virtua Striker seems a definite for conversion to the Saturn before too long.
3. Have you seen anything of Virtua Fighter 3? Is so, does it look good, and are there any new fighters?
CVG: We haven't seen anything yet but chief AM2 bod Yu Suzuki is quoted as saying that it will be something very special.
4. I want to buy a PlayStation but do you think I should wait until the Ultra 64 comes out before deciding?
CVG: Oooooooh... Listen right, the PlayStation is very, VERY nice indeed and there's no reason why you shouldn't buy one this instant. However we won't moan if you sit on the fence and wait for the Ultra 64 as it does look very promising indeed. If you can afford both then buy both, if you can wait for Ultra 64 get a PlayStation now and if you can wait for another year then you'll be able to make a much better decision then than we can right now.

HELP!

CHEAT MODE

So, you're gonna get Toh Shin Den on your new and spankingly brilliant Playstation eh? Well, for all you rock 'top of notch fighters out there you'll be pleased to hear that all those easy one-button special moves on the Jap version of the game have been taken out of the Anglo PAL Toh Shin Den. So now the game actually requires a degree of gaming skill. However for all the gamers out there who are a bit turd at this 3D polygon paggafest, us Shin-Den impressarios at CVG have got the hottest fighter's guide in town! Read and drool gamers!

KEY

F = Forward
D = Down
L = Left
U = Up
DR = Down & Right
DL = Down & Left
UR = Up & Right
UL = Up & Left
P = Punch
K = Kick

Combos can be done by using fierce or weak attacks.

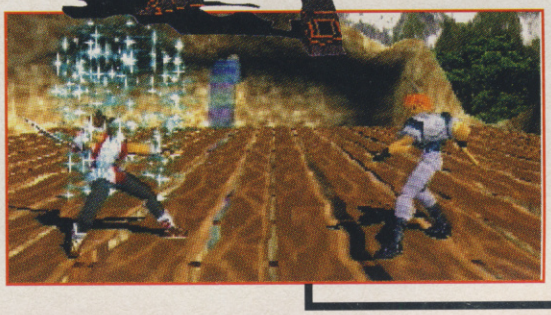
EIJI SHINJO

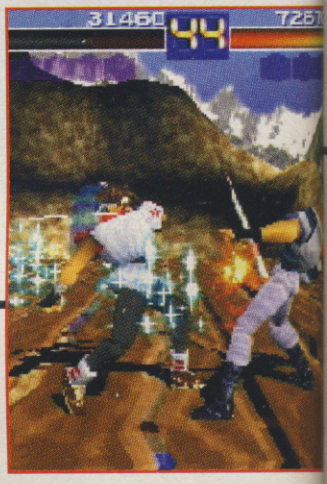
Weighing in at 63kg and measuring 175cm on our very big ruler he is one of the best characters for the simple reason that he has a plethora of attack moves. If you're really good at this game then you will have noticed that this guy can pull off some extremely damaging combos.

COMBO 1

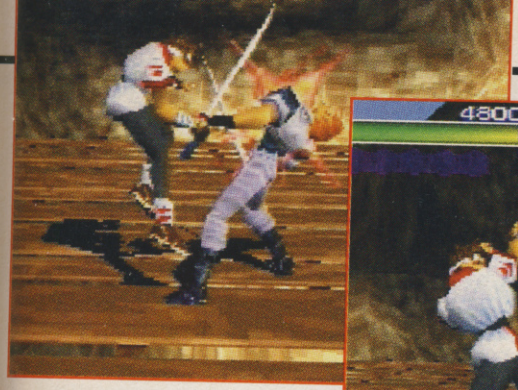
Heres one that's easy enough to do, but has devastating effects on your opponent. When close to your opponent press the following combination on your pad:

Jump in then P, P, (D, DF, F+P)
Then follow this directly with a (F, D, DF+P)
Which when they land you follow with (DF, K)
TOTALLY DEVESTATING 8 HIT COMBO





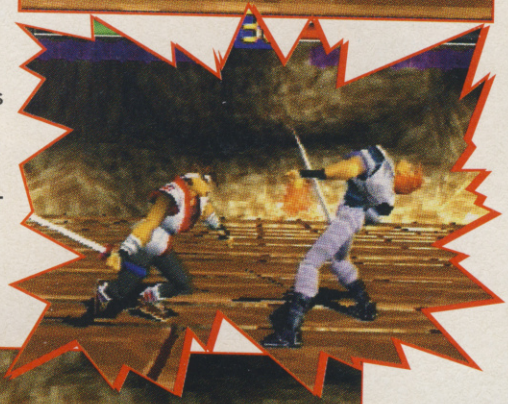
THE BIG AND BOLD TOH SHIN DEN BATTLE GUIDE



COMBO 2

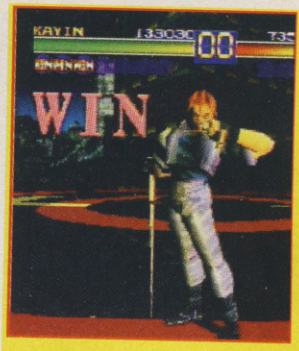
This combo will help you out if you're in trouble and your energy bar is flashing red. And it goes like this:

Jump in or walk into your opponent and then: P, K, K, (F, FD, D, DB, B, DB, D, DF, F+High Punch). The combination described in the brackets is Eiji's finishing move and when combined with the combo described above can take away a third of your opponent's life guage. BUT REMEMBER THE FINISHING MOVE WILL ONLY WORK WHEN YOUR LIFE GUAGE IS FLASHING RED!



Kayin gets knocked out by Eiji's super death fart. Phooah (Left)

KAYIN AMOH

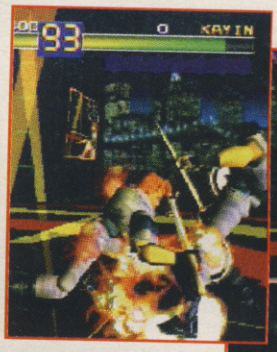


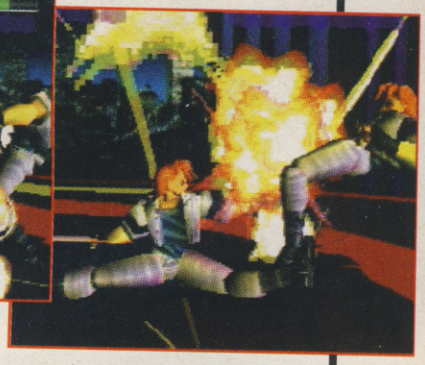
He's aged 22, weighs only 64kg and is 178 cm tall. Strangely enough, even though his name doesn't sound American, his accent is positively Yankee-doodle! He too is one of the better fighters in the game, in fact he is the Ken of the game and Eiji is the Ryu. They both have very similar moves and so logically you can use the same combos interchangeably. So let's move on and see just how much polygon-bashing, virtual pain-inducing troub' we can do with Our Kay'.

COMBO 1

Go running up to your opponent with the following: K, P, (D, DB, B+K) then follow this up swiftly with a (F, D, DF+P)

If done efficiently this should result in a combo, taking off well over half your opponent's energy in one go!

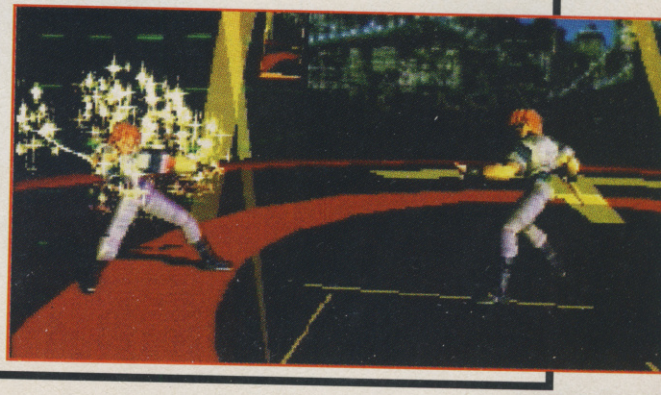




COMBO 2

Do the following moves when your energy bar is flashing red for TOTAL DEVASTATION! (This one is strictly for joypad connoisseurs who can do complicated pad moves with relative ease). (F, FD, D, B, DB, B, F +HK and Weak K simultaneously) then after you've recovered from the graphical shock try to follow this up swiftly with the following F, FD, D, DB, B, DB, D, DF, F + HP) - finishing move.

Again, like Eiji's second combo this can only be done when Kayin's energy bar is flashing red!



RUNGO-IRON

Next up is 30-year old Rungo man, who weighs in at a fairly hefty 92kg and is 176cm tall. However, let's face it, although he's a spectacularly powerful mutherfunster he's absolute waster when it comes to combos, simply because he is so slow! Anyway try out these moves and you should be amused for a 'hot minute'!

COMBO 1

F, FD, D, DB, B + P. Then try to swiftly follow this up with F, FU, U, UL, L, R, RD, D + HK +HP.

If done correctly, and if it works this should clear a whopping half the energy bar from fresh!

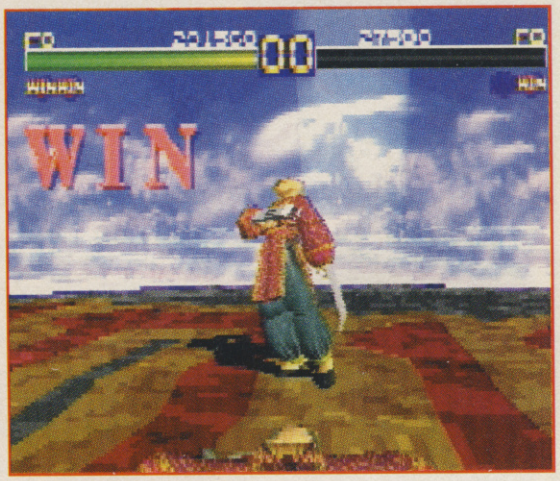
COMBO 2

There's not really many combos you can do well with this bloke so instead we'll give you his rather superb finishing move.

When your energy bar is flashing red, get close to your opponent and press: B, BD, D, DF, F, DF, D, DB, B +HP -[finishing move]

If you like playing as this guy then you'll find

FO FAI



The next character in the line up is, like, mega old. He's 106! and weighs in at 48kg, and is 154cm tall. He's quite a formidable warrior but you really have to learn to use his special moves well, and only then can you pull off some rather amusing and effective combos!

COMBO 1

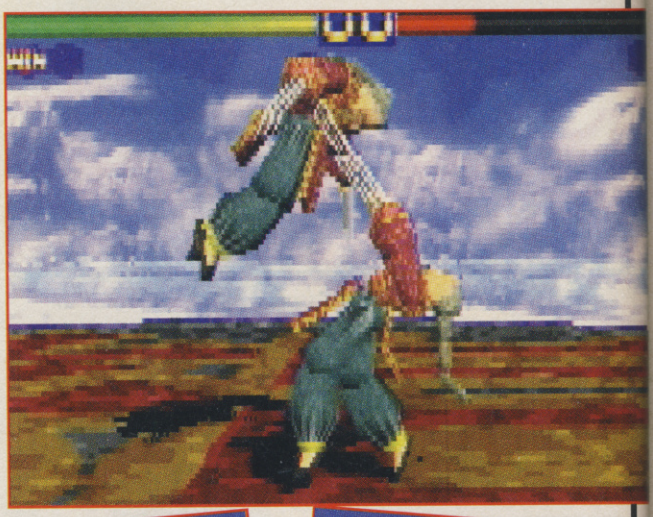
Try to be really close to your opponent for this 'wicked' combo to inflict max damage: jump in with P, WP, K, Sweep, and then swiftly follow this with D, DB, B + K.

This should really give your opponent something to worry about as their energy level plummets to the half mark from fresh.

COMBO 2

Do this ultra damaging combo only when your energy bar is flashing red!

Get close and do the following: F, FD, D, FD, F, B, D +HP+WK and B, D, DF + P. And follow all this swiftly with F, FD, D, DB, B, DB, D, DF, F + HP (finishing move). If done correctly, this combo can almost kill your opponent from fresh!



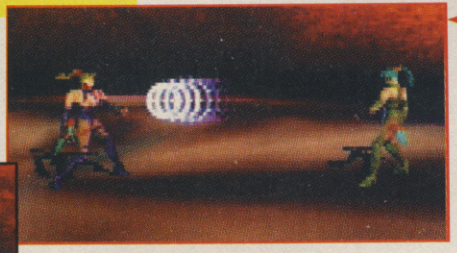
Trust Takara to put some totally unbelieveable and ridiculous moves in this game. Oh well, if anything it makes it totally different from the rest.

SOFIA

One of the two girlies in the game is Sofia and in true Takara style (the programmers of both this and the Fatal Fury games) she is blessed with the token big jugs. However this does not seem to flaw her abilities as a superb fighter. She is fast and agile and carries a bizarre-looking long whip. In fact her whole outfit wouldn't look out of place at a Soho strip joint. Anyway let's see how well she performs in the ring!

COMBO 1

F, FD, D, DB, B +P followed by D, DF, F + P and D, DB, B + P 'SMOKING'.



The Sofias like nothing better than whipping up a bit of hot fighting action.

COMBO 2

This is the finishing move which can only be done when your player's energy bar is flashing red, it can also, in this situation, be added to the end of combo 1, and it goes a little something like this: F, B, F, B + HP) - finishing move.

ELLIS

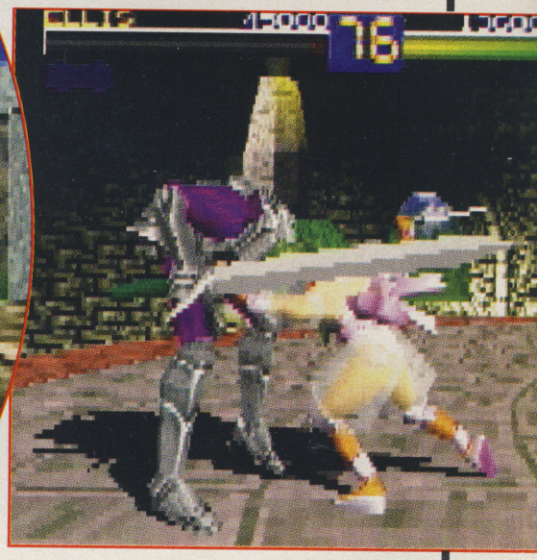
Next, the youngest fighter in the Battle Arena contest is little Ellis. She's aged a mere 16, weighs in at a surprisingly light 46kg, and is 155cm tall. She's the easiest person to pull off flash moves and combos with. So let's take the little girlie for a test drive. Fire up 'n' Fight.

COMBO 1

Jump up in the air and do the following in mid air D, DB, B + K.
Then once you land quickly do the following F, D, DF +P. And finish this off with FD, D, DB, D, DF, B, F, D +HP & HK. TOTALLY AWESOME 8 HITS!

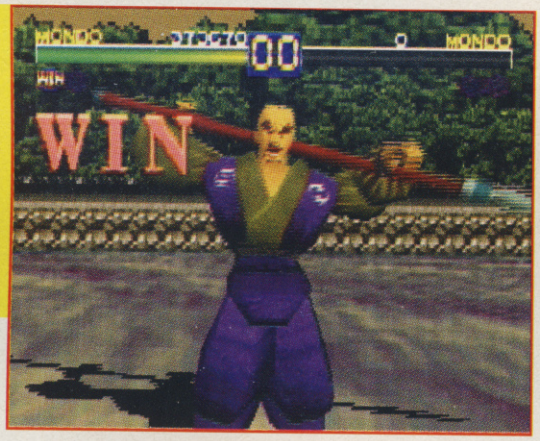
COMBO 2

Link this to the end of the first combo if you are in trouble and your bar is flashing red: (F, B, F, B + HP) - finishing move.



MONDO

The most difficult player to beat in the one-player mode, so wouldn't it be nice to see just how the 'jammy sod' does it eh?
Well follow this and you're almost sure to be well on the road to victory!



COMBO 1

D, DF, F + P and D, DB, B + P
This a simple but damn effective combo to help get out of those sticky situations.

COMBO 2

The same as above but with this finishing move on the end: D, DF, F, D, DF, F, B + HP (only activated when energy bar flashes red).
SECRET MOVE: F, FU, U, UB, B, F, FD, D + HP & HK.

DUKE-B-RAMBERT

Last up and clocking up 29 of your Earth years and weighing in at a slim 75kg (without the armour I'm guessing), and storming in at an impressive 190cm tall. He's gotto be the toughest bloke here, but he is far from exciting to play as. However do not let this dishearten you in any way because these combos make him ace. Try them and see exactly what I mean!

COMBO 1

B, F, FD, D + P and FD, D, DB, D, DF, D, B, F + WP & HP.
See what we mean!

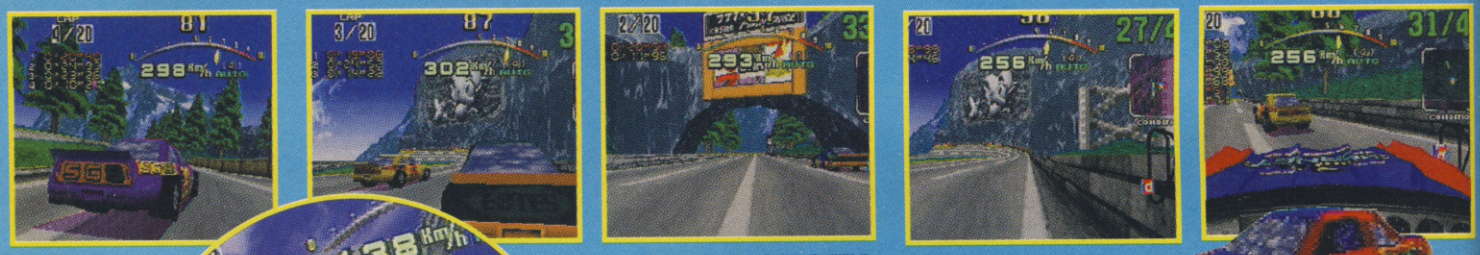
COMBO 2

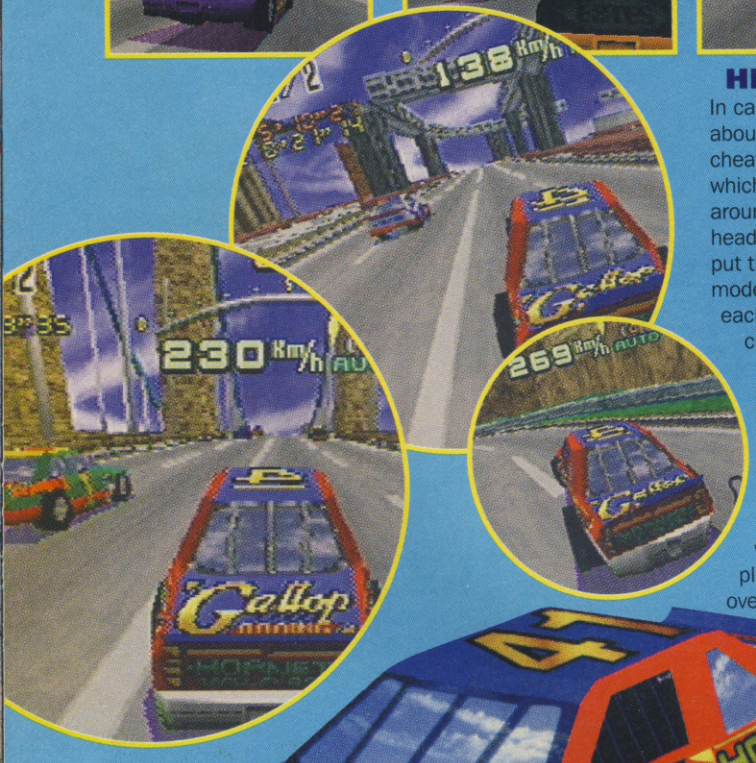
Try putting this at the end of the first combo when your energy is flashing red: BD, D, DF, F, B & HP (finishing move). NASTY!

CHEAT MODE

Daytona

Alright Mr Automatic, can you read that licence plate on the blue car? Good, now buckle up and we'll cover all the driving basics including how to tune the radio in. What? You've got no arms and legs so you can't drive? Oh well, then you'd better play Daytona instead, using only your tongue, nose and chin then...





HERE HORSEY

In case you haven't heard about it already, there's a cheat in Saturn Daytona which lets you drive a horse around the tracks at a heady 200mph. To select it put the game in Saturn mode and come first on each track on normal difficulty mode or tougher. Each complete track earns you two new cars and when you've done the lot you get the horse. It comes in automatic and manual options with metallic paint, plush leather interior and overhead cam-shaft, whatever one of those is.

If you're crap, though, you won't be able to finish all three tracks.

Instead when the title screen appears hold UP-LEFT on the D-pad along with A, B, X, Z and START, which should give you all the motors and horses in one lump.

THEY'RE BREEDING!

As if your supersonic stallion wasn't enough, beat any track in Endurance Mode and you'll get yet another horse-related option. Select that and your four-legged chum will race along accompanied by its offspring.

ROAD RAGE

On the other hand, if you consider yourself not-crap at the game, when the white Sega logo appears enter UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT< RIGHT, A, B and C. You should hear a noise which means the game's now set to Maniac Mode which is dead hard and should shut you up for a while.

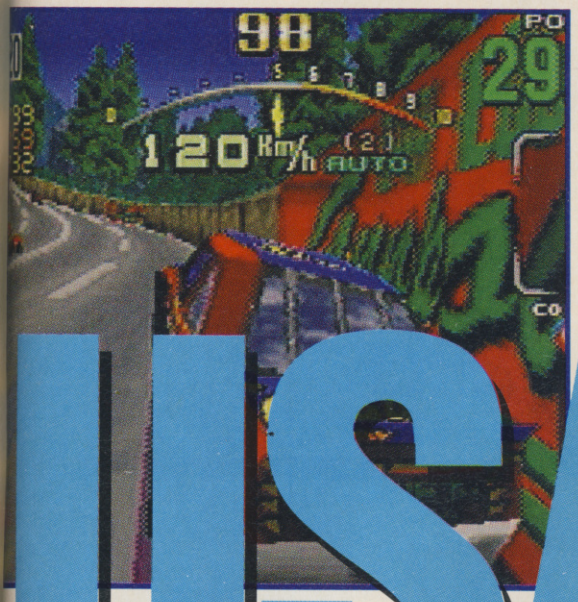
JOHNNY ENGLAND MODE

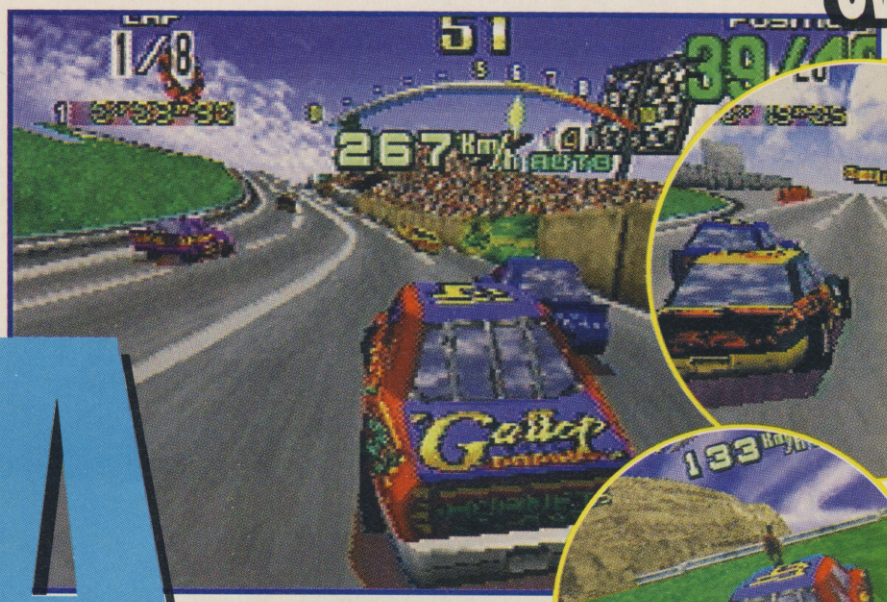
Fed up with the dodgy Euro Kilometres read out? We are. Miles per hour is much better. And it's English. Hold down X, Y and Z on pad two while the title screen's up to get rid of the dodgy French metric measurements.

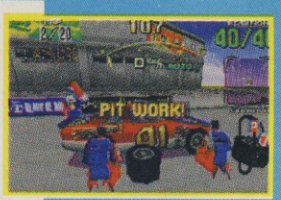
SKY CAM

For a new slant on the replays, set the pad controls to A and during the replay in

USA







Time Lap Mode position the viewpoint to the highest setting then press A for a top-down view. Other viewpoints can also be selected by flicking the L or R shoulder buttons.

ONE-WAY STREETS

Holding down START on the track select screen activates the mirror mode. But did you know that if you race in the opposite direction your times are still logged? It's great for playing chicken with the other cars.

SKID MARKS

When you're in the pits press A, B, C and START at the exact moment the pit crew remove your tyres. When you've finished the race, watch the demo and you'll see that the silly blighters forgot to put the wheels back on so your car sort of floats around the track, hovering along.

SOUND TEST

Enter any of the following initials on the high score table for some extra tunes.

LAU – Virtua Fighter
J.M – Virtua Fighter
A.Y – Virtua Fighter
J.B – Virtua Fighter
K.M – Virtua Fighter
PAI – Virtua Fighter
S.B – Virtua Fighter
W.H – Virtua Fighter
VFT – Virtua Fighter 2
TET – Tetris
ANI – Altered Beast
HSB – Galaxy Force
AO. – Super Monaco GP
KAG – Afterburner
NAG – G-loc

ADVANCED DRIVING CLASS

To improve your times even further it's important to master a few extra tips which will shave precious seconds off all your times.

SLIPSTREAMING

This is an essential skill when it comes to overtaking and it lets you bust your car's top speed. Simply drop in right behind the car in front and you'll instantly start picking up speed because the lead motor is soaking up all the wind resistance. It should put you in the perfect position to pull out and and cruise right past.

JUMP STARTS

This only works on Advance and Expert courses, but it's worth learning. On the starting grid hold down break and rev the engine so the pointing hovers between six and seven thousand. Just before the lights go green let go of the break and you'll burn off at top speed.

SKIDS

Just like real life the best way to get out of a skid is to steer into it. It's important to remember this because skidding costs valuable seconds.

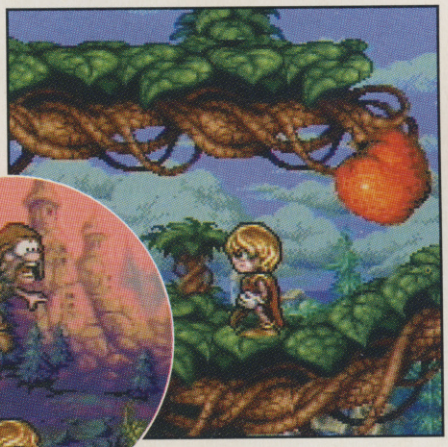
CHEAT MODE

If you're having trouble keeping yourself pale and spotty in this iceberg-melting, seas-a-rising, world's gonna end soon hot weather, then the following four pages could be just what you're looking for. So grab some fizzy pop, a 12 pack of crisps, pull the curtains to and settle down for another collection of up-to-the-minute tips and cheats.

CD32

FLINK

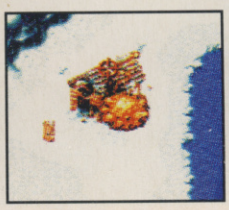
Can the CD^{32} pull itself back from the precipice of doom and despair? I don't know, but what I do know is that Andrea Huber from Germany has supplied a darn useful cheat for Psygnosis' pretty cool platformer. To access the cheat, start the game as normal and press and hold the pad down then the pause button. Now release the down button but while keeping the pause button pressed hit right, right, right, left, left, left, right, right, left, left, right and finally left. If you've entered that little lot correctly a cheat menu should have appeared. This allows you to reset the level you're currently on with full magic and three lives, as well as allowing you to skip backwards and forwards to any level.



SNES

CANNON FODDER

This is a similar cheat to that featured in the rapidly approaching crinkledom Amiga original. It comes from Mat Swannell down in Surrey and goes like this. On Mission 8, Phase 2, go right through the forest and cross the river, all the while heading towards the bottom of the screen. Eventually you should reach a hut and once you do kill the innocent bystander (remembering that no one is innocent in war, conscience fans) and go into the bush with just one man. In the bushes you should find 50 lovely jubbly bazookas just sitting there for the taking.



AMIGA

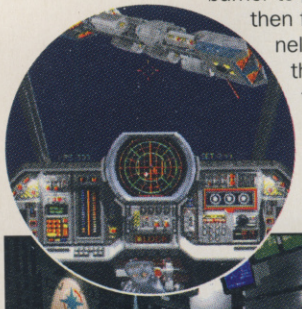
ATR

Things look a little less bleak for the Amiga with the likes of Team 17 still putting their considerable weight behind the machine. Here's a cheat for one of their best games from recent months, the racing game ATR. This cheat will allow you to access the tough-as-rock space levels without the hassle of playing through the earlier tracks. To do so, select battle mode and then forest world. Now choose track two and the formula car. Finally select a two player game and let player one win all the races. When you return to the title screen, select the battle mode once more. This time round you should be able to select the far out space world. Ta muchly to Dominic Cahalin from Ealing, London for that.

PC

WING COMMANDER 3

Reuben Dennis also sent in this cheat for EA's superlative space soap shoot-'em-up which will boost your score with little effort. Go to the options menu during in-game flight and switch COLLISIONS OFF and INVULNERABILITY ON. Return to the game and carry on until you meet an enemy carrier. Use your wingman to cover you and use your afterburner to get close to the carrier and then fly in through its landing tunnel. Once inside the carrier there should be plenty of sitting duck enemy fighters docked in the landing bay. Destroy them, exit and then destroy the carrier too, which obviously is now lacking much of its defence. Et voilà, on return to base your score will be boosted by all the fighters and the carrier itself that you destroyed. Simple huh?



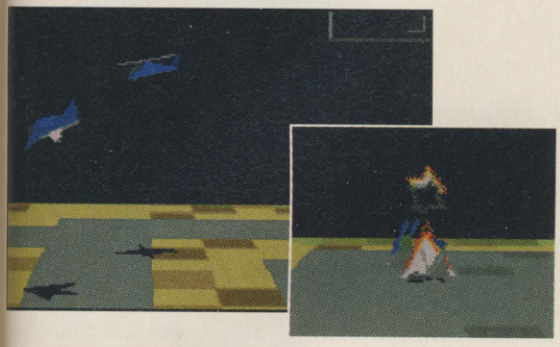
AMIGA

ZEEWOLF

Perhaps the best cheat we can offer for this classic slice of Amiga blasting action is to make sure that you have an A1200 to play the thing on, 'cos it's a bit snail-like on the creaky old A500. Still, you might find these levels codes courtesy of Adam Rachels just the ticket too.

Mission 5: IMAGO
Mission 9: TIBURON
Mission 13: ARGUS
Mission 17: MARTEN
Mission 21: SOCKIN

Still reading? Good, 'cos you can get even more fun by entering the following code: FRAMPAGE. This allows you to retry earlier levels while piloting a kestrel jet which is very smart indeed, we can assure you.



3DO

FIFA INTERNATIONAL SOCCER

We seem to get a never-ending stream of calls asking for 'all the wacky cheats' to this the definitive version of FIFA so far, so here they are! To access them follow this sequence. Firstly, start a match and press the P button. Now enter the codes below, one at a time. Press P again once you've entered the code. Note, for all the 3DO codes R indicates the right shoulder pad, while RIGHT indicates a right movement on the D–Pad.

Beef Cake	R, A, L, B, A, C, L, A, B, A
Big Ball:	B, C, B, A, L, L, A, B, A, L, L
Brute Mode:	R, A, B, B, A, C, L, L, B, A, C, L
Crazy Bounce:	L, A, B, A, R, R, A, C, C, A
Giant Player:	B, A, B, A, R, B, A, B, B, A, R
Hot Potato:	C, R, A, B, B, R, L, A, B, A, B, B, R
Invisible Walls:	A, B, B, A, C, A, B, A, B, B, A
Laser Ball:	L, A, C, R, B, A, L, L
Metallic Men:	B, A, R, C, L, B, A, B, B, A
Radical Curve:	C, A, R, C, A, B, R, A, B, B, L

SNES

MAXIMUM CARNAGE

If you're finding Venom's venom a bit too much to handle in this so-so fump-'em-up from Acclaim, then you'll be wanting these useful cheats from Douglas Eve up in Toxteth. All the cheats must be entered on the Start Game screen by the way.

Infinite Cameo Calls (must collect first though): B, X, UP, DOWN, Y and SELECT.

8X Mega Energy Bar: LEFT, L, A, X, Y and SELECT.

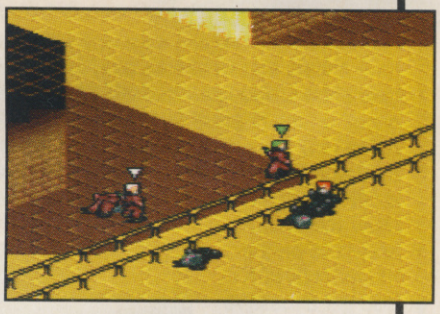
Five Lives: DOWN, Y, B, R, L and SELECT.

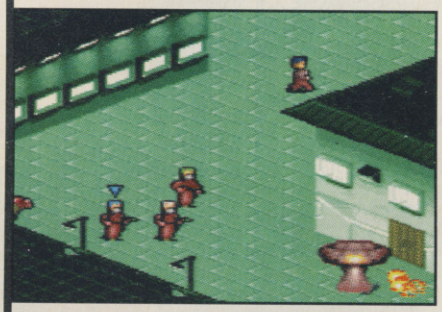
Five Continues: UP, UP, Down, A, B and SELECT.

SYNDICATE

We'll do anything for you, our beloved readers, including making ourselves go blind by typing in these eye-straining codes for Bullfrog's classic, thoughtfully supplied on a nice typed sheet by Dan Stanley of Oldham.

Level 03	BB5	WZVB2	D9BB
Level 04	BBS	FMWQ	VNGZC
Level 05	BBS	FFDPC	52C2B
Level 06	BB9	HJS6P	CQG8DB
Level 07	BB8	TWW6	9NG42ZJB
Level 08	BB8	FF280	LNJRBV
Level 09	BLN	3LO2D	4ZKMRB
Level 10	BNX	5KJN8	KWWQ6VC
Level 01	BNX	59TQZ	5TJJXSKQCB
Level 12	BNJ	773LO	3L12PJO
Level 13	CBB	LCJB8	KJQ7TJFVMDNB
Level 14	CBB	LCKB8	KJZ7TJFL8FDB
Level 15	CBB	LCTB8	KJZ7TJFF5FQB
Level 16	CBB	LFTB8	KJ77TJYMQGSB
Level 17	CBB	LKTB8	KJ77TJPXGLB
Level 18	CBB	LKTC8	KJ77TJFTGPB
Level 19	CBB	LKTF8	KJ77TKWWGLB
Level 20	CBB	MKTF8	KJ77TKTOGGB
Level 21	CBB	MKF8	KJ77KRZGLB
Level 22	CBB	MT F8	KJ774GDB
Level 23	CBB	PT F8	KJ774HHBB
Level 24	CBB	TT F8	KJ37FGRB
Level 25	CBL	TT F8	KJ79HHCB
Level 26	CCL	TT F8	KJ790LJPB



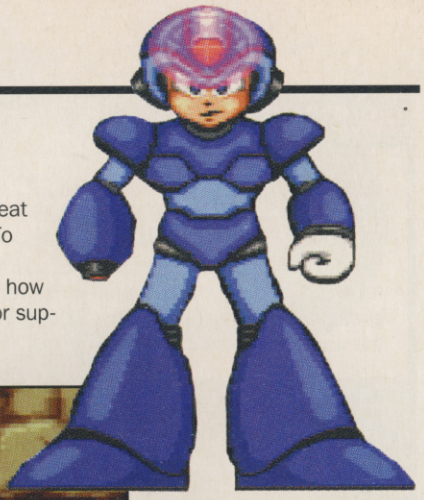


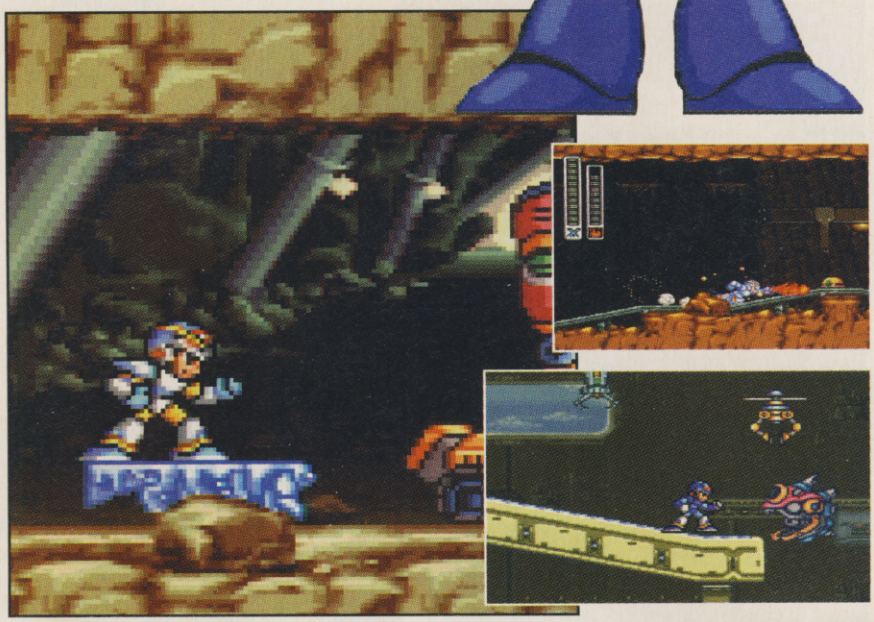
Level 27	MCLTT	F8KJ79	H4JPB
Level 28	MCLTT	Y8KJ79	6CKPB
Level 29	MCQTT	Y8KJ79	PPKKB
Level 30	MCSTT	Y8KJ79	TZKJB
Level 31	S9LGP	SPSSKX	V1TTKB
Level 32	MCSTT	Y82KZ9	Y5KDB
Level 33	MCSTT	Y82K19	8JLHB
Level 34	S9LGP	SP7SSJ	B0346HB
Level 35	S9LGP	NHSKFV	S2SFB
Level 36	S9LGP	Z3RGB1	8RFV
Level 37	S9LGP	Z3OBZ1	8GB
Level 38	S9LGP	ZLMBNK	KKB
Level 39	S9LGP	ZBCVT8Y	JB
Level 40	J9TGX	HNBB95	FB
Level 41	J9TGX	HBB711	BB
Level 42	J9TL1B	B38QQT	CB
Level 43	J9TVDB	BOS6TC	
Level 44	5CNBB	ZT2KB	
Level 45	56BHB	B7O5B8	
Level 46	5MVDB	BOQODB	
Level 47	5CNBN	B2T15CB	
Level 48	NFHBH	V6T49KB	
Level 49	DZBZB	5O6K6B	

GAME BOY

MEGA MAN IV

Here's a short but sweet tip for the small but neat Game Boy game Mega Man IV from Capcom. To access the Secret Mega Buster simply die four times on the same stage. Easy when you know how eh? Cheers to Rob Woodward from Stockton for supplying that 'un.

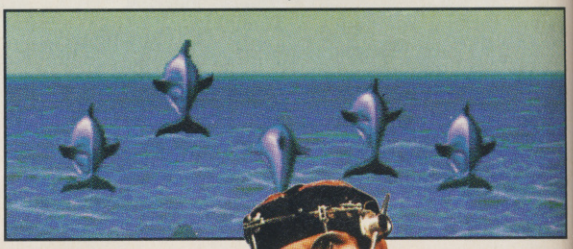




MEGA CD

ECCO 2

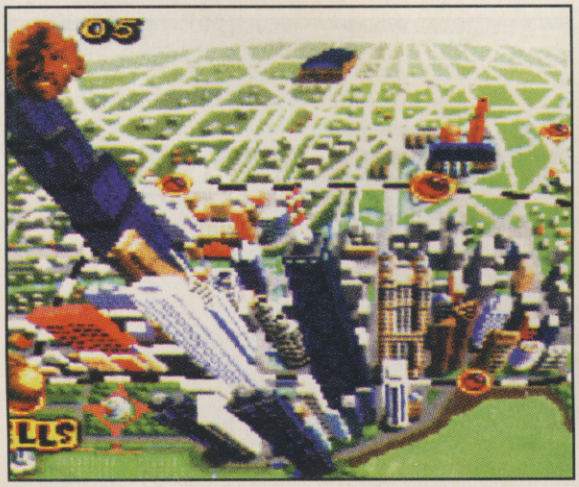
Mammal fan Daniel Asefa from Bromley has supplied us with these super useful cheats for that rarest of rare things, a decent Mega-CD game. Start a regular game and pause it. Now press A, B, C, B,C, A, C, A and B. Do it right and a level select and invincibility options should appear. It's also possible to watch all the rendered footage by going to level 34 and singing to the History Glyph just in case you were interested.



SNES

CHAOS IN THE WINDY CITY

I remember the halycon days when programmers used to have cheats that were both easy to enter AND remember in their games. You know the sort of thing enter 'I want to cheat' on the hi-score table screen. None of these 50 metre long passwords like wot there is nowadays. Ignoring the trend for hideously complex passwords, Ocean's Chaos in the Windy City has a delightfully simple code which will allow you to visit anywhere on the map screen and also get a massive 73 lives. To access the cheat simply enter 12345678999 on the code screen. So says Ben Saunder of Yapton anyway.



MEGA DRIVE

TRUE LIES

Hasta la Vista, baby! Oops, wrong film but same game engine. Ooh, bit of politics, my name's CVG, goodnight! Anyway, enough of the chatter, here's some handy codes for one of the better movie licences to have appeared in recent months.

INFINITE LIVES – BGLVS

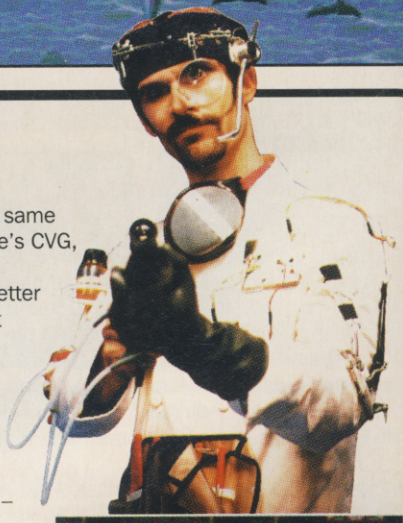
INFINITE ENERGY BGGRLY

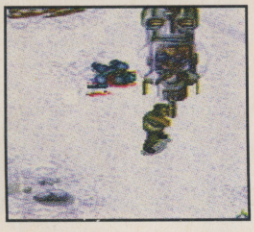
ALL WEAPONS – BGWPNS

LEVEL SELECT – MNCHT

SHOTGUN – SHTGN

WATCH CREDITS – CRDTS

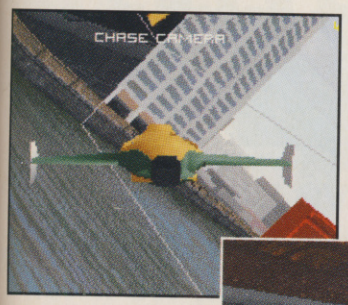


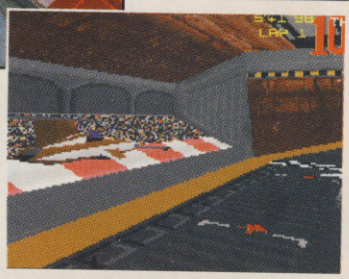


PC

SLIPSTREAM

Go to the main screen and type in REFINERY. Not only will this enable you to race on each and every track, it will also bulge your pockets with a whopping wad of cash to use on hardware boosts. This will make sure that your opponents won't be able to get anywhere near you once the race proper stars. Clap for Dennis Ruben who sent that cheat in.

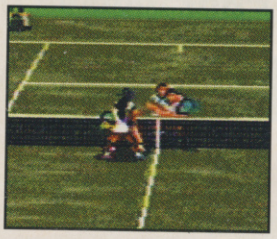


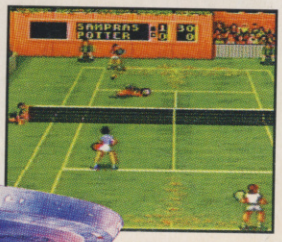


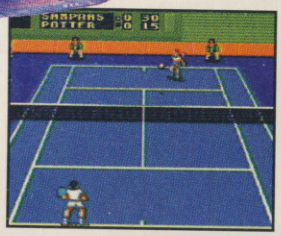
MEGA DRIVE

PETE SAMPRAS '96

Forget what any of your Nintendo-owning mates say about Smash and Super Tennis being the best tennis games around. They're not. This is. And here are some equally brilliant cheats posted in to us by Andrea Krause from Denmark. Actually this isn't quite as cool as the hidden crazy tennis option from the first game but it is still smart. Basically it lets you play as a T1000-like robot super player. To access the robot, go to the password screen in the World Tour and enter Robo. There's also a hidden space-based zero-gravity court and you can access this by following the same procedure but instead of entering ROBO, enter TIMEWARP on the password screen instead.



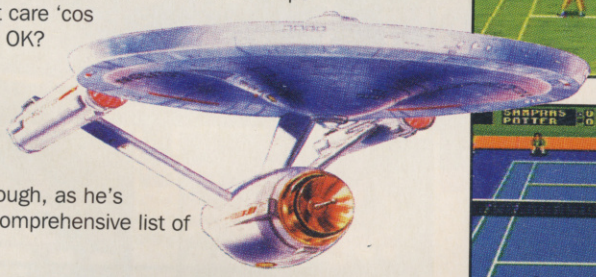




GAME GEAR

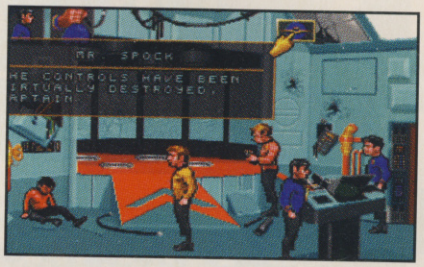
STAR TREK GENERATIONS: BEYOND THE NEXUS

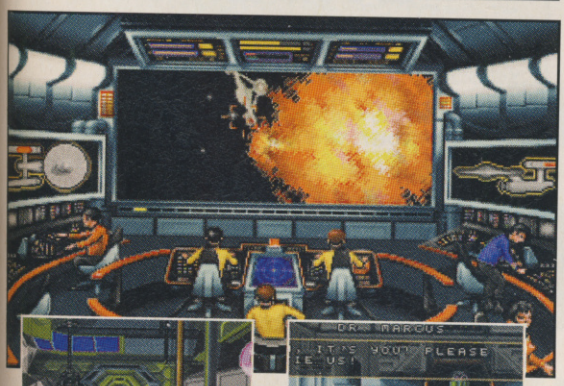
Wow, the Game Gear has seen some monstrously great software this year and while STG: BTN isn't the greatest bit of code to be squeezed into some ROM chips we just don't care 'cos it's Star Trek OK? Andrew Monahan from Glasgow clearly enjoyed it though, as he's sent in this comprehensive list of level codes:

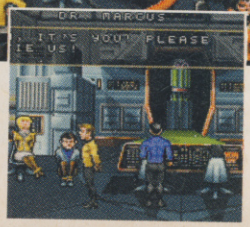


LEVEL

1: HARRIMAN
2: DEMORA
3: SOREN
4: VERIDAN
5: OGAWA
6: FARRAGUT







CD-i

BURN CYCLE

Ever has a real bad headache, the kind that feels like someone's stuck a large swordfish in the back of your brain? Believe me, it's nothing compared to the pain that Sol Cutter's going through. Be a human paracetamol and help him out by utilising the following codes in this CD-i goodie.

Start a new game or resume an old one and go to the inventory. Once there click on the virus icon, then the save option and enter one of the following codes:

CH_Hart_END – Goes to the section just before Kris is killed.

CH_KARM – Sends you to the Karmic church.

CH_HTEL_EXT – Will take you to the hotel exterior.

CH_HTEL_INT – Transports Cutter to his hotel room.

JOHN_WHO – Plays all the non–interactive bits and pieces. Huh?

the ultimate games challenge

PART 3

The venue's been decided – the grand final of the CVG Ultimate Games Challenge will be taking place at Namco's Wonder Park in Great Windmill Street right in the heart of London. And the prize? Well we'll tell you about that next month – but believe us when we say it's massive!

This month we're after your high scores. They need to come from recent games, preferably ones from the top ten all formats, or top five single format charts in the last five months. Remember we're relying on you being honest, 'cos if you're not you could end up in the final and being utterly humiliated and publicly disgraced. So it's not worth cheating, really. You can enter as many times as you like on as many different games as you want. And when we get round to printing the top 10 and you've bettered your, or someone else's, achievements, then feel free to enter again.

If you don't want to base your entry on high scores, try one of the challenges we've outlined in the last two issues.

1 Complete level 13 of Doom just using your bare hands.
2 Finish Panzer Dragoon with a 100% hit rate and tell us what happens next.
3 The closest times to 17 seconds on the first course of Daytona
4 Double flawless on Shao Kahn.
5 Best time on the City track in Need For Speed.
6 Beat Brazil as South Korea in Super Star Soccer.

EVIDENCE!

If you're thinking about cheating, remember, we've played almost every game out there and know what kind of scores are possible. If you can, it's always a good idea to send in a picture or video recording of your achievement, especially if it's so amazing it's almost beyond belief.

Send your entries to: CVG Ultimate Game Lord Challenge, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

chart attack with HMV

all format top 10

1 ✪ **Player Manager 2**
■ Virgin ■ PC CD-ROM
The follow-up to the hugely popular Player Manager hits the number one spot just in time for the new footy season. Hey, but why play when you can now watch the real thing?

2 ▼ **Sensible Golf**
■ Virgin ■ Amiga
Sensible Software do to computer golf gaming as they have done to the football genre and the warring game culture and have made an excellent and refreshing attempt at what can be an otherwise dull kinda game.

3 ▼ **Star Trek TNG: A Final Unity**
■ MicroProse ■ PC CD-ROM
Trekkers and adventure game nuts alike will love this – it's closer than any film tie-in has come to keeping the fans of a show happy.

4 ✪ **Across the Rhine**
■ MicroProse ■ PC CD-ROM
Historically accurate tank simulation set at the end of the Second World War that is more strategy than shoot-'em-up.

5 ✪ **Terminal Velocity**
■ US Gold ■ PC & PC CD-ROM
TV is a terrific first-person perspective flying shoot-'em-up in a Star Wars mould. Top flying and fighting skills required.

6 ▲ **PGA Tour 3**
■ EA ■ Mega Drive
The sportsmeisters conjure up yet another sequel to their formidable series: and if you like golf then go and play on a real course why don't ya.

7 ✪ **Zelda Link's Awakening**
■ Nintendo ■ Game Boy
Crumbs, cripes and crikey this superlative 8-bit RPG can still hang out with the best of them in the all-formats chart!

8 ✪ **Gloom**
■ Daze ■ Amiga & CD32
Who says that the Amiga's future looks Gloomy? Puns aside, this is a veritable Doom clone for the old Commodore machine.

9 ▼ **Sensible World of Soccer**
■ Virgin ■ Amiga
There's no keeping down a decent footie game and this version of Snesi even had Sensi purists all gooyey eyed on its release! Buy it!

10 ▼ **Dark Forces**
■ Virgin ■ PC CD-ROM
Not as much blood as Doom, but in the same genre and lots of Star Wars types shooting at you!

key ● non-mover ▲ move up ▼ move down ✪ new entry

HMV KNOW HMV KNOW GAME

The Saturn and PlayStation may be waiting in the wings like to assault the all-formats charts in a Blur and Oasis-type pop battle, but the old stalwart PC and Amiga titles are not gonna let go for some time...

md top 5

1 ✪ PGA Golf 3 ■ EA
2 ✪ Theme Park ■ EA
3 ▲ Rugby World Cup ■ EA
4 ▼ Brian Lara ■ Codemasters
5 ▼ FIFA Soccer '95 ■ EA

snes top 5

1 ● Internat. Cricket ■ Nintendo
2 ▲ Street Fighter ■ Nintendo
3 ● Illusion of Time ■ Nintendo
4 ✪ Superstar Socc ■ Nintendo
5 ● Secret of Mana ■ Nintendo

gb top 5

1 ● Zelda: Link's ■ Nintendo
2 ● FIFA Soccer ■ THQ
3 ● Donkey Kong ■ Nintendo
4 ● Tetris 2 ■ Nintendo
5 ● The Lion King ■ Virgin

playstation

1 ● Tekken ■ Namco
2 ● Ridge Racer ■ Namco
3 ● Jumping Flash ■ Sony
4 ● Gunners' Heaven ■ Sony
5 ▼ Ace Combat ■ Namco

jag top 5

1 ▲ Hoverstrike ■ Atari
2 ▲ Alien Vs Predator ■ Atari
3 ● Doom ■ Atari
4 ● Theme Park ■ Atari
5 ● Iron Soldier ■ Atari

pc top 5

1 ● Star Trek ■ MicroProse
2 ✪ Across the Rhine ■ MicroProse
3 ✪ Terminal Velocity ■ US Gold
4 ▲ Dark Forces ■ Virgin
5 ✪ Ultimate Doom ■ Virgin

saturn

1 ● VF Remix ■ Sega
2 ● Panzer Dragoon ■ Saturn
3 ▼ Daytona USA ■ Sega
4 ● Virtua Fighter ■ Sega
5 ▼ Panzer Dragoon ■ Sega

amiga top 5

1 ✪ Player Manager 2 ■ Virgin
2 ✪ Sensible Golf ■ Virgin
3 ▼ Sen World Socc ■ Virgin
4 ▲ Super Skids ■ Guildhall
5 ▼ Ultimate Soccer ■ Daze

3do top 5

1 ● Wing Comm 3 ■ EA
2 ✪ Multigame Sampler ■ 3DO
3 ✪ Cannon Fodder ■ Virgin
4 ▼ Kingdom: Far Reaches ■ Interplay
5 ✪ Need for Speed ■ EA

Did you know that the next issue of CVG marks 14 years of publication? That means we've reviewed more games, seen every games machine ever and sold literally millions of copies. Crumbs, we're a bit good really.

NEXT MONTH

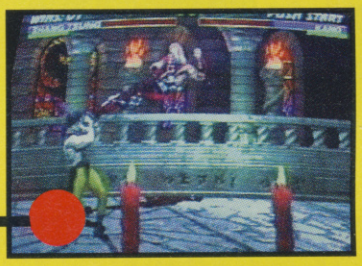
IN THE NEXT INSTALMENT OF CVG – THE VEXED GENERATION

PC owners may have to do without Ridge Racer and wait a few months more for Destruction Derby, but two track-tearing racers are due to hit PC next month. We put them head-to-head on the starting grid and you can find out who's won next ish.

SCREAMER VS FATAL RACING

MORTAL KOMBAT 3

With a googollion versions due to appear before Christmas we'll be rounding all the conversions, putting them side-by-side and letting you judge which one's going to be the best.



VIRTUA COP

A full preview of this eagerly awaited Saturn disc along with more pics from the coin-op sequel which is due to break in Japan before Christmas.

ASSAULT RIGS

It's Battle Tanks for the PlayStation and as you've probabl from the preview this month it looks great. More info and p a review for November.

VIRTUA FIGHTER 2

By the time we finish the next issue we'd have had a full play on this already stunning coin-op conversion. We'll be bringing you our first thoughts as to how Sega's new operating system handles one of the most complicated coin-op conversions ever!

MUMMY, I'VE GOT WORMS

That's right, Worms, one of the most eagerly awaited ga years is due to erupt all over your machine – regardless o one you own. It's probably the most multiformat game in and we'll be looking at all the versions.

AND THAT'S JUST FOR STARTERS!

The November issue of CVG will bring you the best conversion on all the leading games machines. We're doing it already so we can only keep getting better.

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